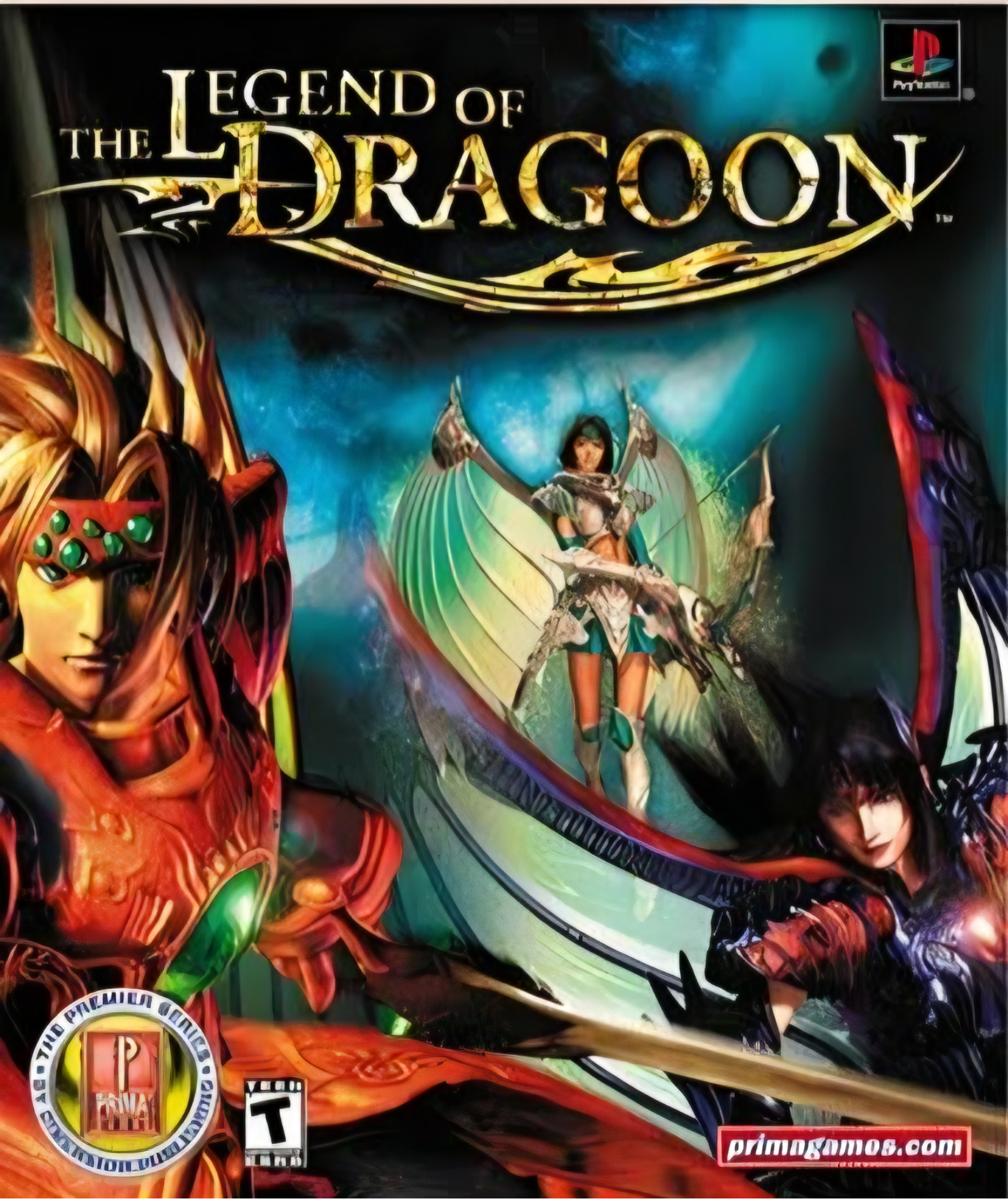
PRIMA'S OFFICIAL STRATEGY GUIDE

THE LEGEND OF DRAGOON™



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Prima's Official Strategy Guide

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Prepare to embark on an adventure in a land where fantasy meets reality. A magical land created by the divine arbiter, Soa. Soa brought forth a Divine Tree to bear fruit to a barren and lifeless world. In all, 108 fruits were born from Soa's Divine Tree. From these fruits came 108 races. Of these, Dragons were the 105th race, humans the 106th and the superhuman Winglies the 107th. Who or exactly what the mysterious 108th was remained a mystery. The 108th race, or Virage, as it was called, was told to be the god of destruction in legends handed down through the generations. But, why would Soa create simply to destroy it all in the end?

Regardless of the god's reasoning, peace reigned Endiness for many millennia, but it was not to be forever. A great war once raged on this beautiful land; It came to be known as the Dragon Campaign. The Winglies had become too powerful, enslaving not only humans, but other races as well. Over time, humans could no longer tolerate slavery to the Winglies. Under the guidance of Emperor Diaz, and the aid of the Dragons, the humans fought a war to end all wars. Humans learned to harness the spirit and powers of the dragons, transforming themselves into Dragoons. Seven warriors fought to bring back peace and equality to a land gone awry. The Winglies were led by Melbu Frahma, who harnessed the power of the god of destruction. This was the main source of the Wingly Magic. Commanded by Zieg, the Red-Eye Dragoon, Rose and the other five courageous Dragoons fought in the Winglies floating palace. It was Zieg who delivered the killing blow to Melbu Frahma. The Dragoon impaled the Wingly Emperor with a thrust from his sword. But, with his last ounce of energy, Melbu cast the spell of petrification on Zeig. The Red-Eye gave his life to save the others. Only Rose lived to tell of the Dragon Campaign.

Present day:

In the land where fantasy is reality, a young man seeks revenge. Dart's family was killed 18 years ago by something or someone known as the Black Monster.

Almost two decades ago, this despicable beast ravaged the town of Neet. Dart's father and mother became casualties of this event. For the last five years, he's searched the earth for this monster. Five years have only made him a stronger warrior, but the fire still burns within him. With the taste of revenge still in his mouth, he gives up his quest — temporarily. He returns to his homeland only to find it in turmoil. The country is at war and his dear friend, Shana, has been caught in the middle of it. What begins simply as a quest to save a friend becomes an epic journey that will change the course of fate.The war has brought about many changes. The once peaceful land faces a civil war. Emperor Doel has slain his brother Carlos and now controls all the land with an iron fist. On his way home, Dart is attacked by a Dragon named Feyrbrand. The young warrior runs away in hopes of seeing Shana. Dart would not be alive to see the changes to the land had a wandering warrior named Rose not saved him. Seles has been completely ransacked by the soldiers of Emperor Doel. Dart's childhood friend has been captured. His journey takes him to Hellena, where he befriends Sir Lavitz and saves Shana from certain death. The trio must seek an audience with King Albert and ask for his help. The plot thickens, taking the ever-growing band of warriors deeper into a conspiracy to end the world. Dart and his faithful, fearless friends meet quite a few new faces and make many friends along the way. Among them, Dart's old traveling partner, Haschel, the martial arts expert; Meru, the Wingly; Kongol, the last Gigante; and Miranda, one of the sacred sisters of Mille Seseau. Together, the eight new Dragoons are a formidable group. These valiant warriors will face numerable challenges and heartaches, and their destiny will eventually lead them to the god of Destruction! They will journey far and wide, and even travel as far as the Moon to save Shana, themselves and all of Soa's creatures from a pre-determined fate. With your help, this band of warriors will do the unimaginable; They will bring balance and order to a world full of despair and chaos. Their story will join others in the books of legend; This story is The Legend of Dragoon.

Most useful items

We could literally spend this entire book going through the items. This section will deal with the most useful items throughout the quest. You can only carry 32 items at once. So, you're going to have to be quite selective when it comes to what you have in your inventory. Healing Breezes and Fogs are always useful; Healing Rains are like gold. Read ahead in this guide before trekking forward. Sometimes, we'll let you know what you need for a given boss battle or area. In general, you want at least 50% of your item inventory to consist of healing items with the rest divided between Mind Purifiers (maybe 3 or 4), Body Purifiers (about the same). The rest of your inventory can consist of any pet items you really like. Later in the game, you'll acquire the Power Up, Magic Shield, Smoke Ball and Psyche Bomb X, do not sell these items. They're one of a kind, but can be used repeatedly.

Weapons

As you progress through the world of The Legend of Dragoon, your party will come across numerous weapons and other battle aids to help in their fight against evil. You may have heard the expression "In life, the best things are free"? Well, in TLoD, the best weapons and armor are NOT free — they cost big bucks! Specifically, the Legend Casque and the Phantom Shield each cost 10,000 gold. That's not chump change, and will require MANY hours of dedicated battles for you to accumulate that kind of gold. Therefore, the Angel Scarf & the Ultimate Wargod, which are bargains at 5,000 gold each, should be the big-ticket items to purchase. The available weapons for each character are described in detail on the characters' respective bio pages.

Battle Basics

Only three party members can participate in each battle. Party members can be interchanged freely, but you can only use three per battle. Each fighter has his or her own strengths and weaknesses. Kongol, for instance, is a brute. He deals massive physical damage onto hi opponents. Because of his physical strengths and abilities, his magical attacks are not as powerful as Miranda's or Rose's. Once you've figured out what characters match your personal play style, you'll be that much better off. It does you no good to choose a fighter that you cannot fully take advantage of. When it comes to party members, Dart is a must! You cannot replace Dart, so that leaves two other possibilities. Until you meet Kongol, a decent team consists of Dart, Rose and Albert. When the Giganto has been converted, he's an ideal candidate because the ease of his Additions and his damage dealing capabilities. Once you have a team chosen, you're ready for the basics. Battles aren't random, they're distance-based. Enemy encounters will never become too difficult if you always choose to fight. If you run too often, character levels will not increase and the enemies will overpower the Dragoons. A very handy strategy in battle is something we call the "free heal". In a nutshell, you begin a battle and kill all but one enemy. Now, all three fighters can Guard, healing 10% of their total HP with each turn, and only one character will sustain damage. This means that, in a little more than 10 turns, you could go from 0 to maximum HP. Keep in mind that some enemies will realize your plan and will try to stop you with magical spells. As long as their attacks do less than 10%, you'll be fine. This technique will not work with every enemy (bosses in particular) but, for the most part, you will be able to raise your HP in this manner. Another advantage of Guarding is the ability to decrease attacks. Any damage sustained while Guarding will only inflict 50% of its usual value. So, let's say Emperor Doel's magical attack does 300HP worth of damage normally. If Guarded against, it will only do 150HP of damage. Guarding means the difference between life and death. Then again, if the battle isn't going your way, retreat is always an option. Try to retreat using the last fighter of a round. That is, Dart and Rose are first and second, respectively. Albert is third; If you plan on running from battle, wait for Albert's turn to run away. This way, Rose and Dart can Guard. If successful, you'll escape the losing battle. And, if you're not, then only Albert will sustain full damage from an attack.

Additions

If you don't master Additions, beating The Legend of Dragoon becomes that much more challenging. Additions turn the tide against the enemy. It's not as important early in your on in your journey but, later in the game, if you do not attack with Additions, you will not survive. The timing on Additions is the most challenging. But, there are two ways to master the art of button pressing. The first method is the more natural way, simply watch your on-screen gauge. Just when an attack connects with the enemy, press the X button. This will require a lot of practice to master. The second approach is a little easier to understand. A square overlaps an enemy being attacked. As your character goes in for the hit, another square will appear. This square appears from a distance and quickly zooms in on the action. When the two squares converge, press the X button. If done correctly, the central square will flash white. Don't think that's it, because it's just the beginning. Once you can do a single extra hit,there's the whole process of building up your Additions. Each character has a specific number of Additions. The last Additions can only be acquired if all the previous Additions have been maxed-out. So, that means you have to do each Additions at least 100 times. For Dart, that means he has to do 600 Additions to earn the Blazing Dynamo. Not only do Additions inflict mass damage, once you've earned a Dragon Spirit, Additions will build SP for that character. The more powerful an Additions becomes, the more quickly SP will accumulate. Lastly, the Additions (which range in difficulty from 1-5; 1 being easy to accomplish and 5 being most difficult) for all characters can be found on their respective bio pages.

Dragoons

The last step in becoming a true fighter is the Dragoon Additions and Magic system. As we mentioned before, once you've gotten the Dragon Spirit, you can transform into a Dragoon. For Dart, this happens in Hoax. Being a Dragoon not only endows a person with added power and defense, Dragoons can also perform some of the coolest magical spells you'll ever see. Besides having a Dragon Spirit, you must also have at least 100SP. 100SP is one Level of Dragoon power. A meter below a fighter's HP will keep track of how much SP he or she has. When it has at least 100, an icon will appear next to the Escape icon. This is the Dragoon Transformation. If you choose this, your character will morph into an all-powerful being. SP is consumed at the rate of 100SP per turn. So, that means that, if you have 200SP, you can attack as a Dragoon twice before reverting back to normal. Each character begins at Level 1. To increase your Dragoon level, you must accumulate SP like you would Experience points. The easiest way to do this is stay near a Recovery Point and continue to battle until your character has been maxed-out. The Dragoons Additions are similar to standard Additions, except that ,instead of two converging squares, it's a small icon rotating around a circle. Press the X button when the icon hits the top (12 O'Clock on a watch) and you'll get an extra hit. Continue to do this until you reach the maximum allowable hits. As mentioned before, Dragoon magic is quite stunning. Each character has some form of magic while in Dragoon mode. See the list of magic spells for a better understanding.

Another bonus in the Dragoon system is Dragoon Specials. When every character in a party has reached their respective Maximum SP, another icon will appear to the right of the standard Dragoon icon. This icon looks like the yin-yang symbol. Select this attack and all three fighters will transform at once. The person that initiated Dragoon Specials will also receive "free" perfect Dragoon Additions attacks with added power. Not only does this save time, it can also save you. If two characters are under a Confusion spell, but the one character that isn't confused uses the Dragoon Special, all three characters will nonetheless turn into Dragoons. And, when the Special ends, the two characters that were previously confused will now have normal status. Be wary of enemies, like the Grand Jewel or Divine Dragon, that can render any sort of boost in stats from Dragoon transformation null. Other enemies (like Lloyd) will kill you outright if you stay in Dragoon mode too long. Another downside of being a Dragoon is the inability to use any items. So, if you need a boost in Magic, you better make sure you use it before you transform, or make sure that there's someone in your party that isn't a Dragoon.

Dart

Dart is the hero on a quest to find the "Black Monster" and extract revenge for the death of his parents. He has a strong sense of justice and hates anything that is not fair and honest. Although he is still young and makes mistakes, his faithful actions attract others, allowing him to be a good leader.

ADDITIONS

NAME	DIFFICULTY	# OF STRIKES	SP	DAMAGE	OBTAINED
Double Slash	1	1	35	202	Initial Additions
Volcano	2	3	36	250	Level 2
Burning Rush	2	2	102	150	Level 6
Crush Dance	2	4	100	250	Level 15
Madness Hero	4	5	204	100	Level 22
Moon Strike	4	5	20	350	Level 29
Blazing Dynamo	4	7	150	450	Master all Additions

DRAGOON MAGIC

MAGIC NAME	MP	# OF ENEMIES	DESCRIPTION
Flameshot	10	Single	Fire STR 50%
Explosion	20	All	Fire STR 25%
Final Burst	30	SIngle	Fire STR 75%
Red Eyed Dragon	80	All	Fire STR 175%
AS DIVINE DRAGOON			
Divine DG Ball	50	All	Unbased STR 50%
Divine DG Cannon	50	Single	Unbased STR 100%

LEVEL-UPS

Level	Exp
lvl 2	20
lvl 3	43
lvl 4	102
lvl 5	200
lvl 6	345
lvl 7	548
lvl 8	819
lvl 9	1166
lvl 10	1600
lvl 11	2129
lvl 12	2764
lvl 13	3515
lvl 14	4390
lvl 15	5400
lvl 16	6553
lvl 17	7860
lvl 18	9331
lvl 19	10974
lvl 20	12800
lvl 21	14817
lvl 22	17036
lvl 23	19467
lvl 24	22118
lvl 25	25000
lvl 26	28121
lvl 27	31492
lvl 28	35123
lvl 29	39022
lvl 30	43200
lvl 31	47665
lvl 32	52428
lvl 33	57499
lvl 34	62886
lvl 35	68600
lvl 36	74649
lvl 37	81044
lvl 38	87795
lvl 39	94910
lvl 40	102400
lvl 41	110273
lvl 42	118540
lvl 43	127211
lvl 44	136294
lvl 45	

WEAPONS

NAME	LOCATION	DESCRIPTION
Broad Sword	Initial Weapon	N/A
Bastard Sword	Serdian War Cave	N/A
Heat Blade	Kazas	Fire-based attack
Falchion	Fueno	N/A
Soul Eater	Magrad	Powerful, but HP decays each turn.
Mind Crush	Kashau Glacier	Confuses enemy w/given probability
Fairy Sword	Ulara	+ SP 50% w/each strike
Claymore	Moon	

HEAD ARMOR

NAME	LOCATION	DESCRIPTION
Armlet	Various	N/A
Bandana	Initial Head Armor	N/A
Knight Helm	Fueno	+ SP when magically attacked
Legend Casque	Lohan	Reduces damage from magic attacks
Soul Headband	Deningrad	+ SP when magically attacked
Dragon Helm	Mortal Dragon Mtn.	+ HP 50%
Phoenix Plume	Moon	Blocks confuse/bewitch/dispirit

BODY ARMOR

NAME	LOCATION	DESCRIPTION
Razor Armor	Initial Armor	N/A
Chain Mail	Nest of Dragon	N/A
Red Dragon Armor	Zenebatos	Nullifies Fire damage
Armor of Yore	Snowfield	Blocks poison/stun/item block
Saint Armor	Kashau Glacier	When physically attacked, SP is accumulated

FOOT ARMOR

NAME	LOCATION	DESCRIPTION
Leather Boots	Initial Boots	N/A
Bandit's Shoes	Various	+ 20 pts. more agility
Magical Leaf	Ulara	+ escape rate of all atacks by 5 pts.
Combat Shoes	Furni	+ escape rate of physical attack by 5 pts.

Rose

Rose is a mysterious warrior who fights together with Dart and his friends. She has snow-like fair skin with jet-black hair. Her noble face shows her intelligence, and everyone who sees her is charmed and bewitched by her mysterious allure.

ADDITIONS

NAME	DIFFICULTY	# OF STRIKES	SP	DAMAGE	OBTAINED
Whip Smack	1	1	35	200	Initial Additions
More and More	1	2	102	150	Level 14
Hard Blade	3	5	35	300	Level 19
Demon's Dance	5	7	100	500	Master all Additions

DRAGOON MAGIC

MAGIC NAME	MP	# OF ENEMIES	DESCRIPTION
Astral Drain	10	Single	Dark STR 25% & HP for allies
Death Dimension	20	All	Dark STR 25% + possible fear
Demon's Gate	30	All	Instantly kills all enemies except bosses
Dark Dragon	80	Single	Dark STR 100%

LEVEL-UPS

Level	Exp
lvl 2	N/A
lvl 3	N/A
lvl 4	N/A
lvl 5	N/A
lvl 6	N/A
lvl 7	N/A
lvl 8	N/A
lvl 9	1193
lvl 10	1636
lvl 11	2178
lvl 12	2828
lvl 13	3596
lvl 14	4491
lvl 15	5524
lvl 16	6704
lvl 17	8041
lvl 18	9545
lvl 19	11226
lvl 20	13094
lvl 21	15158
lvl 22	17428
lvl 23	19914
lvl 24	22627
lvl 25	25575
lvl 26	28768
lvl 27	32217
lvl 28	35931
lvl 29	39685
lvl 30	44193
lvl 31	48761
lvl 32	53634
lvl 33	58821
lvl 34	64332
lvl 35	70177
lvl 36	76366
lvl 37	82908
lvl 38	N/A
lvl 39	N/A
lvl 40	N/A
lvl 41	N/A
lvl 42	N/A
lvl 43	N/A
lvl 44	N/A
lvl 45	

WEAPONS

NAME	LOCATION	DESCRIPTION
Demon Stiletto	Shirley Shrine	Frightens enemy w/given probability
Shadow Cutter	Fletz	Darkness-based attack
Dancing Dagger	Phantom Ship	N/A
Gladius	Zenebatos	Instantly kills enemy w/given probability
Dragon Buster	Lloyd	N/A
Flamberge	Vellweb	Stuns enemy w/given probability

HEAD ARMOR

NAME	LOCATION	DESCRIPTION
Cape	Lohan	N/A
Felt Hat	Hellena Prison	N/A
Legend Casque	Lohan	Reduces damage from magic attacks
Soul Headband	Deningrad	When magically attacked, + SP
Tiara	Donau	Increases hit rate
Phoenix Plume	Moon	Blocks confuse/bewitch/dispirit
Rose's Headband	Kashua Glacier	Blocks instant death

BODY ARMOR

NAME	LOCATION	DESCRIPTION
Silver Vest	Donau	N/A
Dark Dragon Armor	Moon	Nullifies Dark damage
Rainbow Dress	Zenebatos	Blocks poison/stun/item block

FOOT ARMOR

NAME	LOCATION	DESCRIPTION
Leather Shoes	Initial Boots	N/A
Soft Boots	Fletz	+ 5 DF
Dancer's Shoes	Ulara	Gives 20 pts. more agility
Star Dust Boots	Denningrad	+ escape rate of magical attack by 5 pts.
Magical Leaf	Ulara	+ escape rate of mag/phys attack by 5 pts.

Lavitz

Lavitz was born to a family that has served the royalty of the Kingdom of Serdio (current Duchy of Basil) for centuries. King Albert considers him his most trustworthy man, and he is currently serving as the head of the First Knighthood of the Kingdom of Serdio. He was raised by a strict father and lives by extremely high standards — for both himself and others.

ADDITIONS

NAME	DIFFICULTY	# OF STRIKES	SP	DAMAGE	OBTAINED
Harpoon	1	1	50	150	Initial Additions
Spinning Cane	1	2	35	200	Level 5
Rod Typhoon	4	4	100	202	Level 7
Gust of Wind Dance	5	6	35	350	Level 11
Blossom Storm	5	7	202	405	Master all Additions

DRAGOON MAGIC

MAGIC NAME	MP	# OF ENEMIES	DESCRIPTION
Wind Blaster	10	All	Wind STR 25%
Rose Storm	20	All Allies	Reduce damage to 1/2 for 3 turns
Gaspless	30	Single	Wind STR 100%
Jade Dragon	80	All	Wind STR 75%

LEVEL-UPS

Level	Exp
lvl 2	110
lvl 3	203
lvl 4	350
lvl 5	557
lvl 6	831
lvl 7	1183
lvl 8	1624
lvl 9	2161
lvl 10	2806
lvl 11	3567
lvl 12	4456
lvl 13	5481
lvl 14	6651
lvl 15	7978
lvl 16	9471
lvl 17	11139
lvl 18	12992
lvl 19	15039
lvl 20	17292
lvl 21	19759
lvl 22	22450
lvl 23	25375
lvl 24	28543
lvl 25	31965
lvl 26	35650
lvl 27	39607
lvl 28	43848
lvl 29	48386
lvl 30	53215
lvl 31	58361
lvl 32	63829
lvl 33	69629
lvl 34	75769
lvl 35	82260
lvl 36	89112
lvl 37	96334
lvl 38	103936
lvl 39	N/A
lvl 40	N/A
lvl 41	N/A
lvl 42	N/A
lvl 43	N/A
lvl 44	N/A
lvl 45	N/A

WEAPONS

NAME	LOCATION	DESCRIPTION
Spear	Initial Weapon	N/A
Lance	Lohan	+ 19 AT
Twister Glaive	Kazas	Wind-based attack
Spear of Terror	Feuno	Frightens enemy w/given probability
Partisan	Vellweb	N/A
Halbeard	Moon	N/A

HEAD ARMOR

NAME	LOCATION	DESCRIPTION
Sallet	Initial Head Armor	Increases hit rate of physical attacks
Bandana	Various	N/A
Knight Helm	Fueno	+ SP when magically attacked
Legend Casque	Lohan	Greatly reduces damage from magic
Soul Headband	Deningrad	+ SP when magically attacked
Phoenix Plume	Moon	Blocks confuse/bewitch/dispirit

BODY ARMOR

NAME	LOCATION	DESCRIPTION
Scale Armor	Initial Armor	N/A
Chain Mail	Nest of Dragon	N/A
Plate Mail	Fueno	N/A
Armor of Yore	Snowfield	Blocks poison/stun/item block
Saint Armor	Kashau Glacier	+ SP when physically attacked
Jade Dragon Armor	Zenebatos	Nullifies wind damage

FOOT ARMOR

NAME	LOCATION	DESCRIPTION
Leather Boots	Initial Boots	N/A
Bandit's Shoes	Various	Gives 20 pts. more agility
Magical Leaf	Ulara	+ escape rate of all atacks by 5 pts.
Combat Shoes	Furni	+ escape rate of physical attack by 5 pts.

Shana/Miranda

Shana is the daughter of Seles' mayor and a childhood friend of Dart's. She has a pure, serene heart that is as clear as snow-water. She treats everyone affectionately, without discrimination, and is reminiscent of a radiant Madonna. Miranda is the Maiden of Arms, one of the four maidens that tend to Queen Theresa. She is totally committed to Theresa and would lay down her life for the Queen.

ADDITIONS

None

DRAGOON MAGIC

MAGIC NAME	MP	# OF ENEMIES	DESCRIPTION
Moonlight	10	Single Ally	100% HP recovery for 1 ally
Star Children	20	All	Light STR 25%
Gates of Heaven	30	All Allies	100% HP recovery & restores fallen ally
White Sea Dragon	80	All	Light STR 100%

LEVEL-UPS

Level	Exp
lvl 2	
lvl 3	
lvl 4	
lvl 5	
lvl 6	
lvl 7	
lvl 8	
lvl 9	1193
lvl 10	1636
lvl 11	2178
lvl 12	2828
lvl 13	3596
lvl 14	4491
lvl 15	5524
lvl 16	6704
lvl 17	8041
lvl 18	9545
lvl 19	11226
lvl 20	13094
lvl 21	15158
lvl 22	17428
lvl 23	19914
lvl 24	22627
lvl 25	25575
lvl 26	28768
lvl 27	32217
lvl 28	35931
lvl 29	39685
lvl 30	44193
lvl 31	48761
lvl 32	53634
lvl 33	58821
lvl 34	64332
lvl 35	70177
lvl 36	76366
lvl 37	82908
lvl 38	
lvl 39	
lvl 40	
lvl 41	
lvl 42	
lvl 43	
lvl 44	
lvl 45	

WEAPONS

NAME	LOCATION	DESCRIPTION
Short Bow	N/A	Initial Weapon
Long Bow	Kazas	N/A
Sparkle Arrow	Bale	Light-based atack
Bemusing Arrow	Fueno	Confuses enemy w/given probability
Detonate Bow	Moon	Attacks all enemies
Virulent Arrow	Ulara	Poisons enemy w/given probability
Arrow of Force	Ulara	Receive 50% more SP

HEAD ARMOR

NAME	LOCATION	DESCRIPTION
Legend Casque	Lohan	Greatly reduces damage from magic
Soul Headband	Deningrad	+ SP when magically attacked
Jeweled Crown (Shana)	Various	+ SP when magically attacked
Phoenix Plume	Moon	Blocks confuse/bewitch/dispirit
Tiara (Shana)	Donau	N/A
Cape (Shana)	Lohan	N/A
Felt Hat (Shana)	Initial Head Armor	N/A

BODY ARMOR

NAME	LOCATION	DESCRIPTION
Cross (Shana)	N/A	Initial Body Armor
Angel Robe (Shana)	Kashua Glacier	Revives death w/given probability
Sparkle Dress	Fueno	+ SP when physically attacked
Leather Jacket (Shana)	Hellena Prison	N/A
Silver Vest	Donau	N/A
White Silver DragonArm	Moon	Nullifies Light damage

FOOT ARMOR

NAME	LOCATION	DESCRIPTION
Leather Shoes	Initial Boots	N/A
Soft Boots	Fletz	+5 DF
Dancer's Shoes	Ulara	Gives 20 pts. more agility
Star Dust Boots	Deningrad	+ escape rate of magical attack by 5 pts.
Magical Leaf	Ulara	+ escape rate of mag/phys attack by 5 pts.

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Albert

Albert is the King of the Duchy of Basil, nephew to Emperor Doel and close friend of Lavitz. Albert is a soft, kind man who does not have the physical build of one ready for battle, but he is a skilled javelin master. What once divided a country still keeps Albert from finding peace with his long lost uncle.

ADDITIONS

NAME	DIFFICULTY	# OF STRIKES	SP	DAMAGE	OBTAINED
Harpoon	1	1	50	150	Initial Additions
Spinning Cane	1	2	35	200	Level 5
Rod Typhoon	4	4	100	202	Level 7
Gust of Wind Dance	5	6	35	350	Level 11
Blossom Storm	5	7	202	405	Master all Additions

DRAGOON MAGIC

MAGIC NAME	MP	# OF ENEMIES	DESCRIPTION
Wind Blaster	10	All	Wind STR 25%
Rose Storm	20	All Allies	Reduce damage to 1/2 for 3 turns
Gaspless	30	Single	Wind STR 100%
Jade Dragon	80	All	Wind STR 75%

LEVEL-UPS

Level	Exp
lvl 2	110
lvl 3	203
lvl 4	350
lvl 5	557
lvl 6	831
lvl 7	1183
lvl 8	1624
lvl 9	2161
lvl 10	2806
lvl 11	3567
lvl 12	4456
lvl 13	5481
lvl 14	6651
lvl 15	7978
lvl 16	9471
lvl 17	11139
lvl 18	12992
lvl 19	15039
lvl 20	17292
lvl 21	19759
lvl 22	22450
lvl 23	25375
lvl 24	28543
lvl 25	31965
lvl 26	35650
lvl 27	39607
lvl 28	43848
lvl 29	48386
lvl 30	53215
lvl 31	58361
lvl 32	63829
lvl 33	69629
lvl 34	75769
lvl 35	82260
lvl 36	89112
lvl 37	96334
lvl 38	103936
lvl 39	N/A
lvl 40	N/A
lvl 41	N/A
lvl 42	N/A
lvl 43	N/A
lvl 44	N/A
lvl 45	N/A

WEAPONS

NAME	LOCATION	DESCRIPTION
Spear	Initial Weapon	N/A
Lance	Lohan	+ 19 AT
Twister Glaive	Kazas	Wind-based attack
Spear of Terror	Fueno	Frightens enemy w/given probability
Partisan	Vellweb	N/A
Halbeard	Moon	N/A

HEAD ARMOR

NAME	LOCATION	DESCRIPTION
Sallet	Initial Head Armor	Increases hit rate of physical attacks
Bandana	Various	N/A
Knight Helm	Fueno	+ SP when magically attacked
Legend Casque	Lohan	Greatly reduces damage from magic
Soul Headband	Deningrad	+ SP when magically attacked
Phoenix Plume	Moon	Blocks confuse/bewitch/dispirit

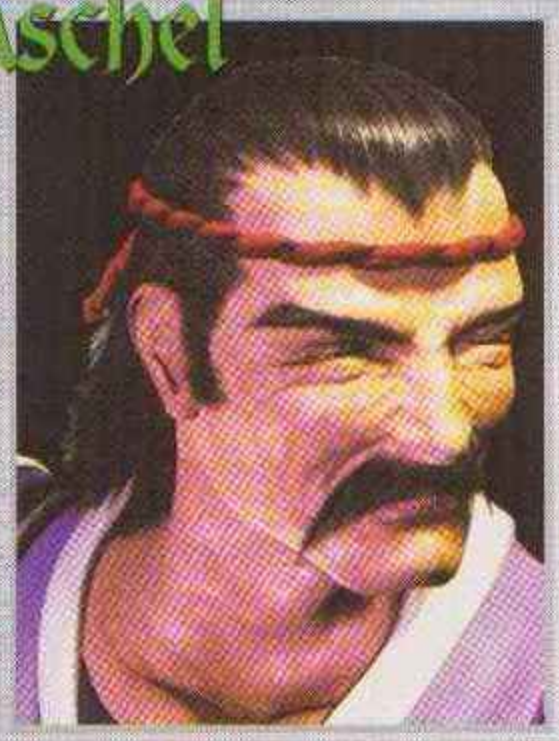
BODY ARMOR

NAME	LOCATION	DESCRIPTION
Scale Armor	Initial Armor	N/A
Chain Mail	Nest of Dragon	N/A
Plate Mail	Fueno	N/A
Armor of Yore	Snowfield	Blocks poison/stun/item block
Saint Armor	Kashau Glacier	+ SP when physically attacked
Jade Dragon Armor	Zenebatos	Nullifies wind damage

FOOT ARMOR

NAME	LOCATION	DESCRIPTION
Leather Boots	Initial Boots	N/A
Bandit's Shoes	Various	Gives 20 pts. more agility
Magical Leaf	Ulara	+ escape rate of all atacks by 5 pts.
Combat Shoes	Furni	+ escape rate of physical attack by 5 pts.

Haschel



Originally from Rouge in the in the Far West of the Continent of Endines, Haschel is an elderly man who has mastered an extremely rare form of martial arts. Although he is well over 60-years-old, he is physically fit and looks like a young, healthy and strong warrior. He is in search of his daughter, Claire, who has run away from home. By chance, or perhaps by fate, he meets Dart and his journey begins.

ADDITIONS

NAME	DIFFICULTY	# OF STRIKES	SP	DAMAGE	OBTAINED
Double Hit	1	1	35	200	Initial Additions
Flurry of Styx	3	2	102	150	Level 14
Summon 4 Gods	3	3	100	100	Level 18
Five Ring Shattering	3	4	50	300	Level 22
Hex Hammer	5	6	15	400	Level 27
Omni Sweep	4	7	150	501	Master all Additions

DRAGOON MAGIC

MAGIC NAME	MP	# OF ENEMIES	DESCRIPTION
Atomic Mind	10	Single	Thunder STR 50%
Thunder Kid	20	Single	Thunder STR 65%
Thunder God	30	SIngle	Thunder STR 75%
Violet Dragon	80	SIngle	Thunder STR 100%

LEVEL-UPS

Level	Exp
lvl 2	N/A
lvl 3	N/A
lvl 4	N/A
lvl 5	N/A
lvl 6	N/A
lvl 7	N/A
lvl 8	N/A
lvl 9	N/A
lvl 10	N/A
lvl 11	N/A
lvl 12	N/A
lvl 13	N/A
lvl 14	4434
lvl 15	5454
lvl 16	6619
lvl 17	7939
lvl 18	9424
lvl 19	11084
lvl 20	12928
lvl 21	14965
lvl 22	17207
lvl 23	19661
lvl 24	22339
lvl 25	25250
lvl 26	28402
lvl 27	31807
lvl 28	35474
lvl 29	39412
lvl 30	43632
lvl 31	48142
lvl 32	52953
lvl 33	58074
lvl 34	63515
lvl 35	69286
lvl 36	75396
lvl 37	81855
lvl 38	88673
lvl 39	N/A
lvl 40	N/A
lvl 41	N/A
lvl 42	N/A
lvl 43	N/A
lvl 44	N/A
lvl 45	N/A

WEAPONS

NAME	LOCATION	DESCRIPTION
Beast Fang	Nest of Dragon	Stuns enemy w/given probability
Diamond Claw	Home of Gigantos	N/A
Iron Knuckle	Initial Equipment	N/A
Brass Knuckle	Kashau Glacier	Instantly kills enemy w/given probability
Thunder Fist	Ulara	Thunder-based attack
Destroyer Mace	Moon	Becomes powerful inverse to HP

HEAD ARMOR

NAME	LOCATION	DESCRIPTION
Armlet	Initial Head Armor	N/A
Legend Casque	Lohan	Greatly reduces damage from magic
Soul Headband	Deningrad	When magically attacked, + SP
Phoenix Plume	Moon	Blocks confuse/bewitch/dispirit

BODY ARMOR

NAME	LOCATION	DESCRIPTION
Disciple Vest	Initial Armor	N/A
Master's Vest	Deningrad	When physically attacked, + SP
Violet Dragon Armor	Moon	Nullifies Fire damage
Energy Girdle	Home of Gigantos	Adds 50% SP
Satori Vest	Rouge	Avoids poison/stun/arm blocking

FOOT ARMOR

NAME	LOCATION	DESCRIPTION
Iron Knee Piece	Initial Boots	N/A
Bandit's Shoes	Various	Gives 20 pts. more agility
Magical Leaf	Ulara	+ escape rate of all atacks by 5 pts.
Combat Shoes	Furni	+ escape rate of physical attack by 5 pts.

Kongol

Kongol is a man of massive physique. In his right hand, he holds a large, menacing war axe. Those who have seen him run through battlefields with this axe held up high, have called him the "Devil God". As is apparent from his massive frame, Kongol is one of the last descendants of the now extinct Gigantos. At one time, 108 species roamed the Earth. But, today, only a handful of these species have survived. The Gigantos Clan was another species that were destroyed by humans several tens of years ago. Emperor Doel rescued the only survivor, Kongol.

ADDITIONS

NAME	DIFIICULTY	# OF STRIKES	SP	DAMAGE	OBTAINED
Pursuit	1	1	42	126	Initial Additions
Inferno	2	3	20	200	Level 23
Bone Crusher	4	7	100	300	Master all Additions

DRAGOON MAGIC

MAGIC NAME	MP	# OF ENEMIES	DESCRIPTION
Grand Stream	20	All	Earth STR 25%
Meteor Strike	30	All	Earth STR 50%
Golden Dragon	80	All	Earth STR 100%

LEVEL-UPS

Level	Exp
lvl 2	N/A
lvl 3	N/A
lvl 4	N/A
lvl 5	N/A
lvl 6	N/A
lvl 7	N/A
lvl 8	N/A
lvl 9	N/A
lvl 10	N/A
lvl 11	N/A
lvl 12	N/A
lvl 13	N/A
lvl 14	N/A
lvl 15	N/A
lvl 16	N/A
lvl 17	N/A
lvl 18	N/A
lvl 19	N/A
lvl 20	13017
lvl 21	15069
lvl 22	17326
lvl 23	19798
lvl 24	22494
lvl 25	25425
lvl 26	28599
lvl 27	32028
lvl 28	35720
lvl 29	39685
lvl 30	43934
lvl 31	48475
lvl 32	53320
lvl 33	58476
lvl 34	63955
lvl 35	69766
lvl 36	75918
lvl 37	82422
lvl 38	89287
lvl 39	96523
lvl 40	N/A
lvl 41	N/A
lvl 42	N/A
lvl 43	N/A
lvl 44	N/A
lvl 45	N/A

WEAPONS

NAME	LOCATION	DESCRIPTION
Axe	Initial Weapon	N/A
Tomahawk	Deningrad	N/A
Great Axe	Zenebatos	Stuns enemy w/given probability
Indora's Axe	Moon	Instantly kills enemy w/given probability

HEAD ARMOR

NAME	LOCATION	DESCRIPTION
Armlet	N/A	N/A
Phoenix Plume	Moon	Blocks confuse/bewitch/dispirit
Giganto Helm	Furni	When magically attacked, + SP
Legend Casque	Lohan	Reduces damage from magic attacks
Soul Headband	Deningrad	When magically attacked, + SP

BODY ARMOR

NAME	LOCATION	DESCRIPTION
Lion Fur	Initial Armor	N/A
Breast Plate	Deningrad	N/A
Giganto Armor	Vellweb	+ SP when physically attacked
Golden Dragon Armor	Moon	Nullifies Earth damage

FOOT ARMOR

NAME	LOCATION	DESCRIPTION
Leather Boots	Initial Boots	N/A
Bandit's Shoes	Various	Gives 20 pts. more agility
Magical Leaf	Ulara	+ escape rate of all atacks by 5 pts.
Combat Shoes	Furni	+ escape rate of physical attack by 5 pts.

Meru

Meru is a bright and cheerful young lady with a petite frame,a short temper and an enormous hammer — which she won't hesitate to use.

ADDITIONS

NAME	DIFFICULTY	# OF STRIKES	SP	DAMAGE	OBTAINED
Double Spank	1	1	34	150	Initial Additions
Hammer Spin	1	3	180	202	Level 21
Cool Boogie	2	4	90	100	Level 26
Cat's Cradle	4	4	20	351	Level 30
Perky Step	4	7	100	600	Master all Additions

DRAGOON MAGIC

MAGIC NAME	MP	# OF ENEMIES	DESCRIPTION
Freezing Ring	10	Single	Water STR 50%
Rainbow Breath	20	All Allies	HP recovery & cure all allies
Diamond Dust	30	All	Water STR 50%
Blue Sea Dragon	80	Single	Water STR 100%

LEVEL-UPS

Level	Exp
lvl 2	N/A
lvl 3	N/A
lvl 4	N/A
lvl 5	N/A
lvl 6	N/A
lvl 7	N/A
lvl 8	N/A
lvl 9	N/A
lvl 10	N/A
lvl 11	N/A
lvl 12	N/A
lvl 13	N/A
lvl 14	N/A
lvl 15	N/A
lvl 16	N/A
lvl 17	N/A
lvl 18	9443
lvl 19	11106
lvl 20	12953
lvl 21	14995
lvl 22	17241
lvl 23	19700
lvl 24	22383
lvl 25	25300
lvl 26	28459
lvl 27	31870
lvl 28	35544
lvl 29	39490
lvl 30	43718
lvl 31	48237
lvl 32	53057
lvl 33	58189
lvl 34	63641
lvl 35	69423
lvl 36	75545
lvl 37	N/A
lvl 38	N/A
lvl 39	N/A
lvl 40	N/A
lvl 41	N/A
lvl 42	N/A
lvl 43	N/A
lvl 44	N/A
lvl 45	N/A

WEAPONS

NAME	LOCATION	DESCRIPTION
Mace	N/A	Initial Weapon
Morning Star	Fueno	N/A
Pretty Hammer	Aglis	Increases SP with each hit
Heavy Mace	Vellweb	Stuns enemy w/given probability
Basher	Moon	N/A

HEAD ARMOR

NAME	LOCATION	DESCRIPTION
Legend Casque	Lohan	Reduces damage from magic attacks
Soul Headband	Deningrad	When magically attacked, + SP
Jeweled Crown	Deningrad	When magically attacked, + SP
Phoenix Plume	Moon	Blocks confuse/bewitch/dispirit

BODY ARMOR

NAME	LOCATION	DESCRIPTION
Sparkle Dress	Fueno	When attacked physically, + SP
Blue Dragon Armor	Moon	Nullifies water damage

FOOT ARMOR

NAME	LOCATION	DESCRIPTION
Leather Shoes	Initial Boots	N/A
Soft Boots	Fletz	+ 5 DF
Dancer's Shoes	Ulara	Gives 20 pts. more agility
Star Dust Boots	Deningrad	+ escape rate of magical attack by 5 pts.
Magical Leaf	Ulara	+ escape rate of mag/phys attack by 5 pts.

Enemies

NAME	ELEMENT	SPECIAL MOVE	DAMAGE
00 Parts	Non-Elemental	Run Away	Instant Death
Aqua King	Water	Physical & Magical Attack Barriers	N/A
Arrow Shooter	Earth	N/A	Poison, Stun
Assassin Cock	Wind	N/A	N/A
Atlow	Dark	N/A	N/A
Baby Dragon	Thunder	N/A	N/A
Barsock Mouse	Dark	N/A	N/A
Beastie Dragon	Wind	N/A	Bewitch
Berserker	N/A	N/A	N/A
Blue Bird	Water	Run Away	N/A
Bowling	Non-Elemental	N/A	N/A
Canbria Dayfly	Wind	N/A	N/A
Caterpillar	Earth	N/A	N/A
Cleone	Water	N/A	N/A
Crafty Thief	N/A	Steal Gold	N/A
Crescent Bee	Wind	N/A	Poison
Crocodile	Water	Skull Casting	N/A
Crystal Golem	Light	N/A	Stun
Cursed Jar	Non-Elemental	Run Away; Physical Attack Barrier	Stun
Cute Cat	Thunder	N/A	N/A
Danton	Earth	All-out Attack	N/A
Dark Elf	Dark	N/A	N/A
Deadly Spider	Earth	N/A	N/A
Death	Dark	Power-up	Instant Death
Death Purger	Dark	N/A	N/A
Death Rose	Non-Elemental	N/A	N/A
Divine Dragon	Non-Elemental	Divine Dragon Canon	N/A
Divine Dragon Spirit	Non-Elemental	N/A	N/A
Doel	Thunder	N/A	N/A
Dragon Fly	Dark	Thunder Attack	N/A
Dragoon Doel	Thunder	N/A	N/A
Elite Wardon	N/A	N/A	N/A
Erupting Chick	Wind	Summon Roc	N/A
Fairy	Light	N/A	N/A
Feyrbrand	Wind	Power-up	N/A
Flying Rat	Wind	Water Magic	N/A
Forest Runner	Wind	N/A	Bewitch
Freeze Knight	Water	N/A	N/A
Frilled Lizard	Earth	Wind Attack	N/A
Fruegel	Earth	Rock Throw	N/A
Gangster	N/A	N/A	N/A
Gargoyle	Dark	Dark Spell	N/A
Gherich	Earth	N/A	N/A
Ghost	Dark	Lomander	N/A
Ghost Knight	Dark	N/A	N/A
Glare	Water	N/A	Bewitch
Goblin	Fire	N/A	N/A
Gorgaga	Non-Elemental	N/A	N/A
Grand Jewel	Earth	Dragon Block, Level Up/Down	N/A
Greham	Wind	Crucify	N/A
Guftas	Dark	N/A	Confuse
Guillatine	Dark	N/A	N/A
Happy Troll	Earth	N/A	N/A
Harpy	Wind	Wind Attack	N/A
Hell Hound	Fire	Fire Spell	N/A
Hellena Warden	Fire	N/A	N/A
Hgnome	Earth	Earth magic	Stun
Human Hunter	Non-Elemental	N/A	N/A
Hyper Skeletan	Dark	N/A	N/A
Icicle Ball	Water	Pour Up	N/A
Imago	Non-Elemental	N/A	N/A
Jelly	Water	N/A	N/A
Killer Bird	Dark	N/A	N/A
Knight of Sandora	Fire	N/A	N/A
Kongol	Earth	N/A	N/A
Kubila	Dark	N/A	N/A
Land Skater		Water	N/A
Last Kraken	Water	N/A	N/A
Lenus	Water	N/A	N/A
Living Statue	N/A	N/A	N/A
Lizard Man	Earth	Physical Attack barrier	Stun
Lloyd	Non-Elemental	N/A	N/A
Loner Knight	Dark	N/A	N/A
Lucky Jay	Non-Elemental	N/A	N/A

NAME	ELEMENT	SPECIAL MOVE	DAMAGE
Magican Bogey	Dark	N/A	N/A
Magma Fish	Fire	Fire Attack	N/A
Mammoth	Earth	N/A	N/A
Man Eating Bud	Dark	N/A	N/A
Mandrake	Water	Ice Spell	N/A
Manticone	Dark	N/A	Fear
Mantis	Earth	Power-Up	N/A
Mappi	Dark	N/A	Instant Death
Maximum Volt	N/A	Thunder	N/A
Mega Sea Dragon	N/A	Fire	N/A
Mermaid	Water	N/A	Dispirit
Merman	Water	Ice Spear Frost	N/A
Minotaur	Earth	All-out Attack	N/A
Mole	Earth	Rock Throw	N/A
Moss Dresser	Earth	Power-Up	N/A
Mountain Ape	N/A	Earth	N/A
Myconids	Earth	Sporing	Poison
Orc	Dark	N/A	N/A
Piggy	N/A	N/A	Stun
Plague Rat	N/A	Chisel	N/A
Pot Belly	Earth	N/A	Arm Block
Professor	Wind	N/A	Bewitch
Psyche Droid	N/A	Light	N/A
Puck	Dark	Run Away	Dispirit
Pupa	Non-Elemental	N/A	N/A
Red Hot	Fire	Lava Throw	N/A
Regole	Water	N/A	N/A
Roc	Wind	Wind Spell	Stun
Rocky Turtle	Earth	Fire Attack	N/A
Rodriguez	Wind	N/A	N/A
Run Fast	Thunder	Slime Throw	Arm Block
Salamander	Fire	Fire Breath Attack	N/A
Sandora Elite	Dark	Mirror Image	N/A
Sandora Soldier	Fire	N/A	N/A
Sandworm	Earth	Throw Sand	Arm Block
Scissorhands	Earth	N/A	Poison
Scorpion	Earth	N/A	Poison
Screaming Bat	Dark	Ultrasonic	N/A
Screw Shell	Water	N/A	N/A

NAME	ELEMENT	SPECIAL MOVE	DAMAGE
Scud Shark	Water	N/A	N/A
Sea Dragon	Fire	Fire Attack	N/A
Sea Piranha	Water	N/A	N/A
Selebus	Dark	N/A	N/A
Senior Warden	Fire	Burn Out	N/A
Serfius	Fire	N/A	N/A
Skeleton	Dark	Bone Throw	N/A
Sky Chaser	Wind	N/A	N/A
Slime	Earth	Slime Throw	Arm Block
Slug	Earth	N/A	N/A
Spider Urchin	Thunder	Physical Attack Barrier	N/A
Spiky Beetle	Earth	Power-Up / Crossfire	N/A
Spinning Head	Non-Elemental	N/A	Dispirit
Spirit	N/A	N/A	N/A
Spring Hitter	Non-Elemental	Steal item	N/A
Stern Fish	Water	N/A	N/A
Strong Man	Earth	N/A	N/A
Succubus	Dark	N/A	N/A
Swift Dragon	Fire	N/A	N/A
Terminator	Non-Elemental	N/A	N/A
Toad Stool	Earth	Sporing	Poison
Trap Plant	Water	N/A	N/A
Treasure Jar	Non-Elemental	N/A	N/A
Trent	Earth	Pellet	N/A
Tricky Bat	Wind	Ultrasound	Confuse
Ugly Balloon	Wind	Hazardous Gas	Poison
Undead	Dark	N/A	N/A
Unicorn	Light	N/A	N/A
Urobolus	Earth	N/A	Poison
Vampire Kiwi	Dark	Bloodsucking	Steal HP
Virage	Non-Elemental	N/A	Confuse
White Ape	Earth	N/A	N/A
Wildman	Thunder	N/A	N/A
Will-O-Wisp	Fire	Burn Out	N/A
Windigo	Water	N/A	N/A
Witch	Light	N/A	N/A
Wounded Bear	Earth	Run Away	Fear
Wyvern	Wind	Wind Magic	N/A
Yellow Bird	Wind	Run Away	N/A

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Items

NAME	EFFECT	DESCRIPTION
Angel's Prayer	Heal HP	Revitalizes and Recovers 1/2 HP
Attack Ball	Attack	Generates 1 attack item
Black Rain	Attack	Darkness based attack for all enemies (multi)
Body Purifier	Cure	Nullifies poison/stun/arm blocking
Burn Out	Attack	Fire based attack on single enemy (multi)
Charm Potion	Special	Reduces risk of enemy encounter
Dancing Ray	Attack	Light based attack for all enemies (multi)
Dark Mist	Attack	Darkness based attack for single enemy (multi)
Depetrifier	Cure	Dissolves petrification
Detonate Rock	Attack	Detonates and attacks all enemies
Down Burst	Attack	Wind based powerful attack for all enemies
Fatal Blizzard	Attack	Water based attack for all enemies (multi)
Flash Hall	Attack	N/A
Gravity Rubber	Attack	Earth based powerful attack for all enemies
Gushing Magma	Attack	Fire based attack for all enemies (multi)
Healing Breeze	Heal HP	Recovers 1/2 HP for all party members
Healing Fog	Heal HP	Recovers 100% HP for one ally
Healing Potion	Heal HP	Recovers 1/2 of Max. HP
Healing Rain	Heal HP	Recovers 100% HP for all allies
Magic Shield	Special	Nullifies magic attacks for 3 turns (reusable)
Magic Sig Stone	Special	Blocks enemies move for 3 turns (reusable)
Material Shield	Special	Nullifies physical attacks for 3 turns (reusable)
Meteor Fall	Attack	Earth based attack for all enemies
Midnight Terror	Attack	Frightens minor enemies
Mind Purifier	Cure	Dissolves fear/bewitchment/confusion/dispirit
Moon Serenade	Heal MP	Recovers 100% MP for all allies
Night Raid	Attack	Darkness based powerful attack for all enemies
Panic Bell	Special	Confuses minor enemies
Pellett	Attack	Earth based single attack (multi)
Poison Guard	Special	Avoids the abnormal status of poison
Poison Needle	Attack	Poisons minor enemies
Power Up	Special	Strength increases for 3 turns (reusable)
Power Down	Special	Strength decreases for 3 turns (reusable)
Psyche Bomb	Attack	Unbased attack all enemies (multi & reusable)
Rave Twister	Attack	Wind based attack for all enemies (multi)
Recovery Ball	Special	Generates 1 attack item
Sachet	Cure	Gives subtle good aroma?!
Smoke ball	Special	Guaranteed escape from minor enemies (reusable)
Spark Net	Attack	Thunder based single attack (multi)
Spear Frost	Attack	Water based attack for all enemies (multi)
Spectral Flash	Attack	Light based powerful attack for all enemies
Speed Up	Special	Doubles agility for 3 turns
Spinning Gale	Attack	Wind based single attack (multi)
Spirit Potion	Heal SP	Recovers 100 SP during battle
Stunning Hammer	Special	Stuns minor enemies
Sun Rhapsody	Heal MP	Recovers 100% MP for single ally
Thunderbolt	Attack	Thunder based attack for all enemies (multi)
Total Vanishing	Special	Eliminates all enemies during combat
Trans Light	Attack	Light based single attack (multi)

Accessories

DESCRIPTION		LOCATION	COST
Active Ring	Avoids abnormal status due to dispiriting	Bale	200
Amulet	Doubles maximum MP	Martel — 20 Stardust	n/a
Angel Scarf	Reduces damage from magic by 1/2	Lohan	5000
Attack Badge	Raises physical and magical attack power	Moon	1000
Bandit's Ring	Increases agility by 20 pts.	Shirley Shrine	500
Blue Sea Stone	Reduces damage from water based attacks by 1/2	Vellweb	n/a
Bracelet	Initial equipment for all parties.	n/a	n/a
Bravery Amulet	Avoids abnormal status due to fear	Bale	300
Dancer's Ring	Increases agility by 20 pts.	Forbidden Land	n/a
Darkness Stone	Reduces damage from darkness-based attacks to 1/2	Evergreen Forest	n/a
Destone Amulet	Avoids abnormal status due to petrification	Deningrad	400
Dragon Shield	Reduces physical damage to 1/2	Lohan	5000
Elude Cloak	Increase escape rate from physical attacks by 20 pts.	Ulara	300
Emerald Earring	When physically attacked, SP is accumulated	Fletz	1000
Giganto Ring	Raises physical/magic defense power	Moon	1000
Golden Stone	Reduces damage from earth based attacks by 1/2	Vellweb	n/a
Guard Badge	Raises defense against physical & magical attacks.	Moon	1000
Holy Ankh	Revive from death w/given probability.	Deningrad	n/a
Jade Stone	Reduces damage from wind based attacks by 1/2	Vellweb	n/a
Knight Shield	Raises defensive power slightly	Bale	200
Magic Ego Bell	Avoids abnormal status due to bewitchment	Fletz	300
Magical Ring	Recover MP each turn.	Moon	600
Panic Guard	Avoids abnormal status due to confusion	Bale	300
Phantom Shield	Reduces damage from all attacks to 1/2 for all party	Lohan	10000
Physical Ring	Raises max HP 50%	Martel — 10 Stardust	n/a
Platinum Collar	When physically attacked, SP is accumulated.	Fletz	1000
Poison Guard	Avoids abnormal status due to poison	Bale	200
Power Wrist	Raises physical attack ability slightly	Hoax	200
Protector	Avoids abnormal status due to arm blocking.	Lohan	200
Rainbow Earring	Avoids abnormal status for all.	Martel — 40 Stardust	n/a
Red Eye Stone	Reduces damage from fire based attacks by 1/2	Volcano Villude	500
Ruby Ring	When magically attacked, SP is accumulated.	Fletz	600
Sage's Cloak	Increases escape rate from magic attacks by 20 pts.	Ulara	600
Sapphire Pin	When magically attacked, MP is accumulated.	Fletz	1000
Silver Stone	Reduces damage from light based attacks by 1/2	Shirley Shrine	500
Spirit Cloak	Increases escape rate from magic attacks by 20 pts.	Ulara	300
Spirit Ring	Recovers SP each turn	Kashau Glacier	500
Spiritual Ring	Raises magical defense powers	Moon	600
Stun Guard	Avoids abnormal status due to being stunned.	Bale	200
Talisman	Avoids instant death.	Valley of Cor. Gravity	n/a
Therapy Ring	Recovers HP each turn.	Hellena Prison	n/a
Ultimate Wargod	Additions will be completely successful.	Lohan	5000
Vanishing Stone	Allows access to Faust	Martel — 50 Stardust	n/a
Violet Stone	Reduces damage from thunder based attacks by 1/2	Vellweb	n/a
Wargod Calling	Additions automatically complete, but effectiveness is 1/2	Lohan	1000
Wargod's Sash	Raises SP 50%.	Martel — 30 Stardust	n/a

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Goods

The list of "Goods" that follows contains all of the task-specific items that can be found during your travels as well as items that are given to you for accomplishing a certain goal. Goods are generally used only once and have no resale value.

NAME	LOCATION	DESCRIPTION
Axe	Prairie	The axe can be found in a shack and used for tree chopping.
Blue Sea Dragon DS	Prison Island	Dragoon Spirit that Meru receives from Lenus.
Blue Stone	Black Castle	Blue Stone held by the master magi.
Boat License	Furni	You need this license in order to get around the town.
Dark Dragon DS	Hoax	Dragoon Spirit of mysterious Rose — Darkness based.
Father's Stone	Initial Equipment	A mysterious stone from Dart's father that glows when held.
Gold Dragon DS	Lohan	Dragoon Spirit found in Lohan — Earth Based.
Jade Dragon DS	Nest of Dragon	Dragoon Spirit given to Lavitz — Wind based.
Kate's Bouquet	Donau	A group of flowers combined into a traditional wedding item.
Key to Ship	Phantom Ship	Key to the Captain's Quarters
Lavitz painting	Bale	A portrait of the handsome Lavitz.
Life water	Nest of Dragon	Life water from a monster plant that has a refreshing quality.
Magic shiny bag	Lohan	Dabas' item bag that stores all of your items.
Magical Oil	Kazas	Fuel that lights a flame to power elevators.
Pass for Corrupted Valley	Fletz	A pass that allows access to the Valley of Corrupted Gravity.
Prison Key	Hellena jail	Key to the second prison tower where Shana is being held.
Red Dragon DS	Hoax	Dragoon Spirit Dart's father left him — Fire based.
Red Stone	Kazas	Kept by the janitor of the Black Castle
Silver Dragon DS	Shirley Shrine	Dragoon Spirit Shirley gives to Shana — Light based.
Violet Dragon DS	Kazas	Dragoon Spirit Doel gives to Haschel — Thunder based.
Water Bottle	Lohan	A bottle that holds the "life water"
Yellow Stone	Kazas	Where Yogi & Boo Boo live.

Optional Quests

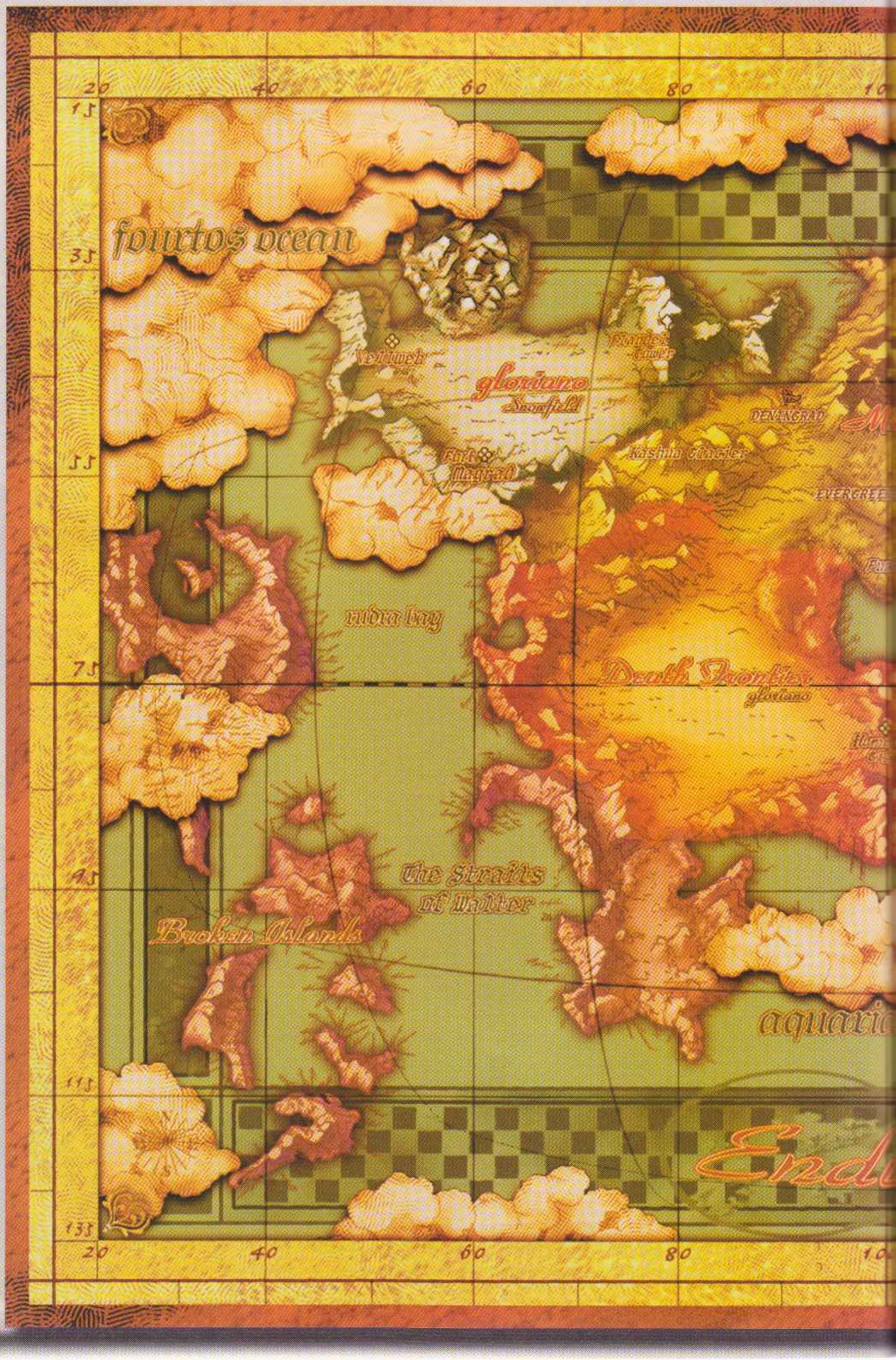
There are a number of optional quests within the four chapters of The Legend of Dragoon. By "optional", we mean that the outcomes of these events don't directly affect the main storyline. However, indirectly, these quests play a HUGE part of the game, because some of the rewards that are obtained from these events can be found nowhere else in the game, yet they can have a significant impact on your party's' strength. The optional quests are listed in the order that they occur, although you can go back at a later time and accomplish them, as well.

QUEST NAME	LOCATION	PREREQUISITE	DESCRIPTION	REWARD
Catch the Rabbit	Lime Stone Cave	N/A	Chase down the Rabbit-looking animal.	Poison Guard
Lavitz Painting	Bale	N/A	Talk to the painter girl	Painting of Lavitz
Save the 7th Fort	Marshland	N/A	Move past the canoe & eliminate all enemies.	Experience & Gold
Monster Conquest game	Lohan	Battle Arena	Win the contest	Free Tickets
Find Kongol's Dragon Spirit	Lohan	Get Kongol in Party	Buy from guy that sold you the Water Bottle	Kongol's DS
Shana's Parents	Seles	Disc 2	Go to Seles and talk to Shana's folks	Good Vibrations
Lynn's Wedding	Donau	Free Lynn	Go to Donau immediately following Lynn's release	Kate's Bouquet
The Vegetable Julian	Queen Fury	Queen Fury	Chop fast!	1 Gold
Kill Teo's Wolf	Woods	N/A	Find wolf and chase him to the NW	Gold reward.
Fight Ghost	Vellweb	N/A	Look for ghost past the snow slide	Nice sword for Dart
Talk to Nello, Lisa, Emial	Fletz	On Disc 4	Looking for some good conversation?	Good Vibrations
Shana's Parents 2	Seles	Shana no longer in party	Return to Seles	Sad Vibrations
Dead Dragoons	Vellweb	On Disc 4	Go to the four towers and battle each Dragoon	Respective Dragoon Stones
Faust	Flandel	50 Stardust	Battle Faust after receiving Vanishing Stone	Phantom Shield
Three Dragon Spirits	Mayfil	Mayfil	Kill all three Dragon Spirits on way to the Moon	Destone Amulet

Stardust

There are 50 Stardust "gems" hidden throughout the world of The Legend of Dragoon. A lady named Martel is also looking for them, and throughout the game, she will ask you to give her what you have collected to that point. You'll first meet Martel in Bale, then Fletz, Deningrad, and finally, at her home in Rouge. Martel's daughter, Lil, is in poor health, and the Stardust is required to make her well again. For each ten Stardust that you give her, you'll get something special. In fact, the items are so special that they can be found NOWHERE else in the game! Here's what you'll get; 10 Stardust = Physical Ring, 20 Stardust = Amulet, 30 Stardust = Wargod's Sash, 40 Stardust = Rainbow Earrings, and 50 Stardust = Vanishing Stone. The Vanishing Stone (and thus, getting all 50 Stardust) is the key, however, as it will allow you to go to Flandel and fight Faust. Flanvel is located in the Snowfield, north of the snow slides. Defeating Faust (it's a tough, but do-able, battle) will give you the reward of the Phantom Shield! If you miss any of the Stardust along the way, you'll be able to go back to any part of the game once you meet Coolon, near the end of the adventure. Although we locate each Stardust for you in the walk through, you may want to use the following list as a "checklist", marking off each one you find. Lastly, the Stardust in Deningrad can be found only AFTER the "big incident" occurs — you'll know when it happens. So, the first time you're there, don't expect to find any! And, one more note: detecting some of the Stardust is severely precise, so Dart will need to be standing in just the right spot in order to detect it. We've included a few screen shots of some of the hard to find Stardust. Good luck!

CITY	LOCATION
☐ Seles	3rd Headstone on left, by tree
☐ Capital City of Bale	Room in basement (use boat)
☐ Capital City of Bale	Weapon shop, Spears
☐ Capital City of Bale	Well in front of Lavitz' home
☐ Capital City of Bale	Lavitz' kitchen
☐ Capital City of Bale	Castle, 3rd floor, top-left room
☐ Capital City of Bale	1st floor, fireplace
☐ Hoax	Conference room, bottom left
☐ Hoax	Upper-left house, fireplace
☐ Marshland	Stronghold's fireplace
☐ Lohan	Pot near exit
☐ Lohan	Cargo near arena entrance
☐ Lohan	Dabas' shop, armour
☐ Lohan	Book Shop, hidden cabinet
☐ Black Castle in Kazas	1st room on left, barrels
☐ Black Castle in Kazas	1st room on right, up ladder
☐ Black Castle in Kazas	Weapon Shop, by shop keeper
☐ Black Castle in Kazas	Slums, Item Shop, 3 barrels
☐ Black Castle in Kazas	Slums, Top room, Bookshelf
☐ Black Castle in Kazas	Slums, Item Shop barrels
☐ Twin Castle in Fletz	Weapon shop, Crossbow
☐ Twin Castle in Fletz	Gem shop, colored gems
☐ Twin Castle in Fletz	Item shop, upper-middle
☐ Twin Castle in Fletz	Box infront of bar
☐ Twin Castle in Fletz	On roof of small house South of Church
☐ Twin Castle in Fletz	Castle, room at base of right tower
☐ Twin Castle in Fletz	Castle, front hall, statue on right
☐ Donau	Water at entrance
☐ Donau	Mayor's kitchen
☐ Home of Gigantos	Candle stick near stair to treasure room
☐ Queen Fury	Lamp next to Kongol
☐ Queen Fury	Room on right, same floor as deck, chest
☐ Lidiera	Talkative woman's home, bottom right room
☐ Fueno	Inn, under stairs
☐ Fueno	Healing house, painting
☐ Furni	House on right, in barrel
☐ Furni	Teo's room, behind locked gate
☐ Forest of Winglis	Guaraha's room, back right
☐ Forest of Winglis	Resting room, pillar
☐ Neet	Lamp post at entrance
☐ Capital City of Deningrad	Inn, 2nd floor
☐ Capital City of Deningrad	Item/Weapon Shop
☐ Capital City of Deningrad	Item/Weapon Shop
☐ Capital City of Deningrad	Shana's place (before event)
☐ Capital City of Deningrad	Entrance to Chamber of the Seal
☐ Capital City of Vellweb	Dragoon Tower, top center chamber, alter
☐ Ulara	Weapon shop
☐ Ulara	Rose flowerbed
☐ Ulara	Canivorous plant, flowerbed
☐ Rouge	Past Martel, room w/box w/100g


20
40
60
80
15
35
fourtos ocean
Veilweh
gloriano
Snowfield
Flander's Tower
DENENGRAD
Kashna Glacier
Fort Magrad
EVERGREE
rubra bay
Death Frontier
gloriano
Broken Islands
the Straits of Walter
aquatic
End
55
75
95
115
135

120
140
160
180
15
35
55
75
95
115
135
The Straits of Mercats
Azeel
Alicia bay
Middle Season
Autumn Island
Riviera
Summer Island
Fiesso
Dalmon
Middlelake
Bagle
Dreddnaf Sendlo
Barrens
Hanoa
Hanax
Bay
Pandin
Spires
Volcano Mt. Whitehouse
Forest
Missel
Pelham
coral reef
South of Sendlo
Kaias
Hegena Falson
illness

PROLOGUE

An armor-clad female warrior overlooking the fields. She is spying on a huge green dragon, Feyrbrand. Down below, our Hero, Dart, sits and ponders the potential war. Before he can get too deep into his thoughts, however, he is interrupted by the thunderous sound of a nearby stampede. Getting a closer look, Dart is met by two guards who question him, but the three men are taken by surprise. Feybrand enters, with the two guards escaping, leaving Dart to fend for himself. The young warrior runs away with the jade dragon on his tail. Dart is saved from certain doom by the same warrior we saw previously. Dart is brought up to speed on the events, as Rose tells him that Seles has been ransacked. He is speechless and heads off to Seles.

SELES

ENEMIES	hp
Sandora Soldier	5-6
Commander	16-18

ITEMS
Healing Potion
Burn Out

STARDUST LOCATION
- 3rd Headstone on left: by tree

DART'S FIRST BATTLE

Head south as soon as you enter Seles. Press the X button when the exclamation marker appears near the fence. Two soldiers are pounding on one of the remaining villagers. Once words are exchanged and you enter battle, use this first encounter to practice Dart's Double Slash Additions attack. Press the attack button at the precise moment to gain that extra hit. This battle should be a breeze.

SPEAK WITH THE VILLAGER

With the two soldiers out of the way, speak with the villager. It would be a good idea to open the treasure chest and save before you move on.

Boss: The Commander

FIGHT THE COMMANDER

Head west to the next area. The Commander is Dart's first boss battle. Not surprisingly, he is relatively easy to beat. If you kill one of the Commanders's minions first, the other one will run and the fight will become an easy one.

DISCOVER DART'S QUEST

Speak with the village people to learn more of Dart's quest. Dart is told that his good friend, Shana, has been captured by Emperor Doel and that she's being held at Hellena Prison.

CHECK OUT THE GRAVES

Be sure to check one of the graves in Seles before leaving — it holds Stardust. Exit to the north.

THE FOREST

ENEMIES	hp
Bar Sock Mouse	4-6
Assasin Cock	4-6
Goblin	5-6
Trent	4-6

ITEMS
Healing Potion
Charm Potion
Burn Out

MERCHANT LIST	
Healing Potion	10
Body Purifier	10
Burn Out	10
Charm Potion	4

SPEAK WITH THE WANDERING MERCHANT

You must go through the Forest to get to Hellena. The woods of Serdio are not very dangerous, even for a new traveler like yourself. A wandering merchant sells some items that may prove useful. If you've got any spare gold, now would be a good time to use it. This same merchant will also teach Dart how to use these items.

NAB THE HEALING POTION

A chest in this same area holds a Healing Potion.

OBTAIN THE CHARM POTION

Head to the west exit when you're done shopping. Cross the fallen tree and grab the Charm Potion — hidden in a crate in the next screen.

NAVIGATE THE MINI-MAZE

The next area is somewhat of a mini-maze —don't fret, it's not too difficult. As you enter, there is only one possible path — take it. This will lead you to the main portion of the maze, where you will have five choices.

Take the one directly below you; it will take you to a crate with 20G. Either exit will lead Dart back to the main area of the maze. Once back in this central area, head left (west).

Take the bottom choice to grab the Burn Out. The top path will lead Dart out of the maze. Head south in the next screen. Dart will have a flashback; he'll remember a time when Shana and he roamed freely.

Head south yet again in the next area to exit the Forest. Dart will probably have about three or four enemy encounters while trekking through the forest. Trentons and Bar Sock Mice are the most common enemies. A Bar Sock Mouse goes down with a successful Double Slash. The more tenacious Trenton succumbs to Burn Outs.

HELLENA PRISON

ENEMIES	hp
Hellena Warden	11-12
Fruegel	100-106
Senior Warden	24-26

ITEMS
Angel's Prayer
Leather Jacket
Spark Net
Knight Shield

MERCHANT LIST	
Healing Potion	10
Angelís Prayer	30
Spark Net	10

SNEAK INTO THE PRISON

Hellena is fortified quite well; Dart will need to find a way to enter undetected. Good thing a merchant is making his food delivery to the prison. Follow behind the merchant to enter Hellena. The gatekeeper will speak with the merchant then proceed to inspect the load. Press the X button when the Exclamation marker appears —don't hesitate either — if you wait too long you'll be spotted.

GRAB THE BURN OUT

Dart will find himself in the heart of the prison. Before doing anything else, use the save spot located in this area. There is a door in the north-west portion of the room — go there and grab a Burn Out, you'll be needing that.

DEFEAT THE WARDEN

Return to the main room and speak with the merchant. He'll yell for a guard; fortunately, it's just one Hellena Warden. Two Double slashes is all it takes to clean up the garbage. Don't worry too much about healing, this battle isn't meant to be difficult.

BUY THE SPARK NET

With the guard out of the way, Dart explains to the delivery boy that he's not going to kill him. Now you can buy items from this merchant. His most valuable item is the Spark Net. Exit at the bottom of the screen.

AVOID THE GUARD

Don't get caught by the guard in the next room. In fact, don't get caught by any guards; most battles in Hellena can be avoided by running or hiding from the enemy. Run to the right (east away from the horse and prison guard) and go up the far right stairs. The exit to the left is only useful the second time Dart visits Hellena.

AVOID THE WARDEN AND CLIMB THE LADDER

Believe it or not, fighting the warden standing guard by the ladder isn't necessary. Just time it so that you climb the ladder when his back is turned. Be sure to press the X button as soon as possible, because Dart won't climb ladders automatically. To enter the next part of Hellena, cross the bridge to your left and head up the stairs. Be careful though, a guard waits at the top. Go left to find a save point, a working elevator and a door. While it's not necessary, if you want, the door leads to a room with a couple of guards and some items.

RIDE THE ELEVATOR TO THE PRISON CELLS

Take the elevator up to a higher level. There's only one way to go on this upper balcony— left. Here's when the fun starts... you've just entered the main prison cells!

DEFEAT FRUEGAL'S SOLDIERS

Sir Lavitz will beat Dart to the punch, taking out a couple of prison guards. There is some confusion as to who the good guys are, but Lavitz and Dart's battle is cut short by more soldiers loyal to Fruegal. These enemies are no more difficult than the ones you have already faced. Dart alone should be able to kill a guard with his Volcano Addition. If he hasn't learned it yet, Lavitz and Dart can take out one goon per round together. This battle shouldn't exceed three rounds.

LAVITZ AND DART JOIN FORCES

After the fight, Lavitz and Dart will join forces, each with his own reason. Use the entrance to exit back to the save point and elevator. As Lavitz and Dart exit, a Warden will descend using an elevator. Beat this foe and take the lift up to the highest level.

FIND THE KEY TO SHANA'S CELL

Shana's cell is located to the right, but it is locked right now, so go back outside and take the elevator up. Cross the bridge on the left and enter the room. Take the set of stairs above the grate. The key to Shana's cell is at the end of the elevated mini-bridge; the key can be seen sparkling.

RESCUE SHANA

Head back, cross the bridge, and open the door. Shana is being held two screens to the left of the entrance, three guards block your way. The story will automatically advance when the enemies have been defeated. Dart and Shana are once again reunited. The family reunion is cut short as another wave of guards has come to finish them off. By now, defeating the denizens of Hellena should be child's play — finish them like you did before.

SHANA JOINS THE PARTY

After the battle, Shana, Lavitz and Dart speak some more. To Dart's dismay, Shana decides to battle alongside he and Lavitz. She picks up her weapon of choice, the bow.

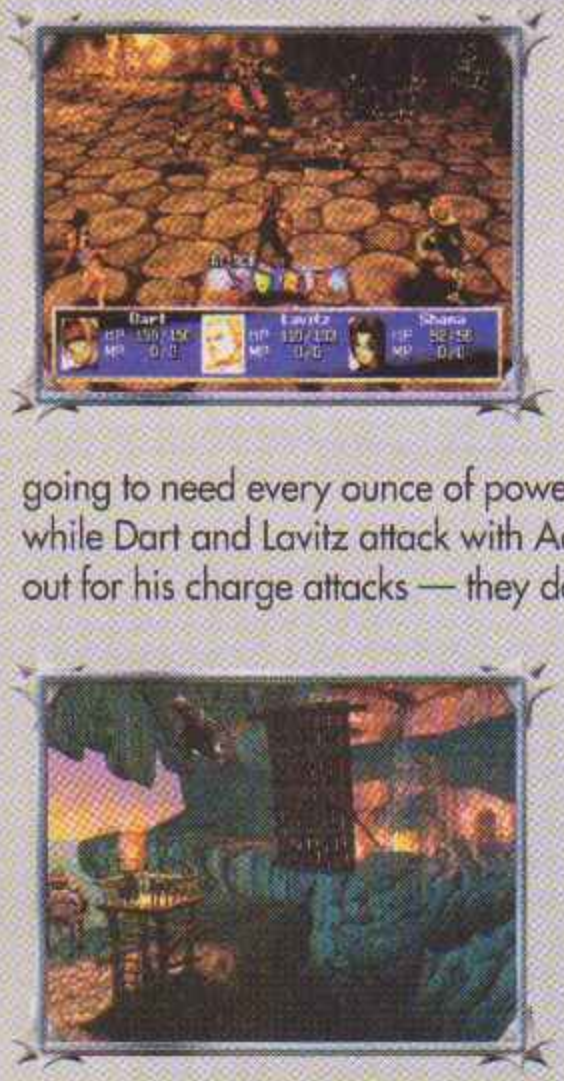
RETURN TO THE MAIN ENTRANCE

Elsewhere in Hellena, Fruegal is informed of Dart's escapades. He is not too pleased about the turn of events. Return to the main entrance by exiting Shana's cell and taking two elevators down; head right after the second elevator. The path back should look familiar, you've already been here. Fruegal is ready to greet the trio when they've arrived at the prison's main entrance. Save your game.

Boss: Freugal

THE BATTLE WITH FREUGAL

Fruegal cannot be attacked immediately. You'll need to defeat his two Wardens before getting a shot at him. These prison guards are only slightly stronger than the ones you've already beaten. Between Dart, Lavitz and Shana you should make short work of them with a round each.



When the two guards have been defeated, Fruegal will hail for two Senior Wardens. These more powerful wardens are a bit trickier to trounce. The Spark Net works great against them. Watch out for the Senior Wardens, as they'll attack one more time before dying. Be sure that each party member has at least 50% of his or her maximum HP before giving a Senior Warden his walking papers.Also, once one of the Senior Wardens dies, the other one's attack and defense power increases.

With Fruegal's last minions out of the way, you're free to concentrate on him. It's imperative that you complete any Additions during battle; You're going to need every ounce of power. If you have any more Spark Nets or Burn Outs, have Shana use them while Dart and Lavitz attack with Additions. Fruegal has a significant amount of HP, so be patient and watch out for his charge attacks — they do a ton of damage. Keep an eye on Fruegal's attack icon; Like every other enemy in the game, his will change color depending on how much healingth he has left. If you run out of Healing Potions, use the Guard command to regain 10% of your maximum HP. A nice side effect of guarding is that any attacks incurred while guarding are decreased by 50%. The fruits of your labor? Four Healing Potions and a Knight Shield — and probably some leveling up.

Once Fruegal is defeated, Dart and company will bust out of the prison like a bat out of Hellena. Next stop: The Prairie

THE PRAIRIE

ENEMIES	hp
Mole	15-17
Vampire Kiwi	16-18
Mantis	20-24

ITEMS
Angel's Prayer

DART'S PAST

Fruegal's guards are still hot on your tail as you enter The Prairie. Lavitz is nailed by an arrow. The events will advance automatically. Once the two scouts are gone, then it's all you. The southwest exit leads to a shack. Head there to tend to Lavitz's wounds. While Shana mends Lavtiz's cut, Dart fills his friends in on his past and why he went to find something called the Black Monster. In fact, his life long search hasn't ended — he still seeks revenge.

GET THE AXE

If you need to be healed, sit on the chair for a bit — otherwise, exit the shack and head for the northeast exit (to the right of the horse). Take the northwest most exit at the next area of The Prairie. This will lead you to a raging river with no bridge to cross. Dart must travel the river and tree (in that order) before he can get the Axe. Now, go back to the shack and take the Axe. From the shack, take the northeast exit (left of the horse).

CHOP DOWN THE TREE AND CROSS THE RIVER

Use the axe to chop down the old tree. Don't worry about it falling in the drink. Return to the river and the tree-turned log will lodge itself in the perfect place for the three adventurers to cross safely. Check the chest in this next area and speak with the family (although it's not necessary). The only way to Lavtiz's home is through the Limestone Cave.

LIMESTONE CAVE

ENEMIES	hp
Screaming Bat	11-18
Ugly Balloon	35-42
Orc	23-25
Slime	19-23
Evil Spider	31-41
Urobolus	272-283

ITEMS	
Detonate Rock	Charm Potion
Dark Mist	Bandana
Total Vanishing	Healing Potion
Body Purifier	Wargod's
Burn Out	Amulet
Angel's Prayer	

NAVIGATING THE CAVE

There is one chest at the cave entrance. The path to the next portion of the cave is at the southwest corner. Proper navigation through the streams in this new part of the cave will earn Dart a new sword.

You can walk back up the side and try again if you don't take the correct path — that is, if you really want the items. Once you've reached the stone pedestals, Dart has three choices. Take the top right path to enter a small area with a creature and a chest. Take the central path to heal yourself (and learn more about fireflies) or exit through the bottom walkway. Take the right most exit to get ever closer to the cave exit. Be sure to save when you reach a large open area — you wouldn't want to lose any progress you've made. Your trek through the cave won't be as easy as you think... Urobolus awaits. Just as Dart and his friends near the exit, the huge snake attacks.

Boss: Urobolus

THE BATTLE AGAINST UROBOLUS

Save any Spark Nets or Burn Outs that you may have in your inventory until later in the battle. When the fight begins, concentrate on attacking the snake with all you've got. By now, completing Additions attacks should be child's play. The overgrown yard snake has a couple of attacks that induce poison status, but nothing too powerful. If this happens, simply use a Body Purifier. If anyone needs a Body Purifier or Healing Potion, have Shana use them; don't waste Dart and Lavitz on that.

When the snake decides to slither to a higher position, Lavitz and Dart will not be able to attack the beast with standard attacks. Instead, have Shana attack with her bow and have Dart and Lavitz attack with Spark Nets or Burn Outs.

Urobolus should die quickly — or so we think. The snake will make one last pass at Shana. A blue force (not unlike a Dragoon Spirit) will appear and eradicate the snake. Shana will be exhausted and collapse.

BALE

ITEM SHOP		WEAPON SHOP		STARDUST LOCATION
Healing Potion	10G	Bastard Sword	60G	• Room in basement (use boat)
Angel's Prayer	30G	Shiny Bow	50G	• Weapon shop: near Spears
Mind Purifier	20G	Scale Armour	50G	• In the well
Body Purifier	10G	Leather Jacket	50G	• Lavitz's kitchen
Spear Frost	10G	Sallet	40G	• Castle: 3rd floor, top-left room
Meteor Fall	10G	Poison Guard	200G	• Castle: 1st floor, fireplace
		Panic Guard	300G	
		Faint Guard	200G	
		Courage Charm	300G	
		Knight Shield	200G	

FIND THE KING

There are two things you need to accomplish in Bale: speak with King Albert and meet Lavitz's mother. When you enter town, take the northwest path to find His Majesty.

Continuing westward, Dart and crew will come to the Castle. Enter the castle and head up the main stairway.

Inside the castle, take the central set of stairs to King Albert's chambers.

When you've found the King, Lavitz and his friend will fill each other in. Dart will also ask the King's advisor, Noish, about the Black Monster. The wise elder will lend his knowledge.

VISIT LAVITZ'S HOME

A war meeting takes place soon after; Lavitz is required to attend. Dart and Shana have a couple of minutes to walk about. From the King's chamber, head south (Dart can meet Martel here, for the first time). Dart will find Shana overlooking the entire kingdom on Albert's balcony. Lavitz will appear shortly after. It's time to go to Hoax but, before that, first go to an inn to save your game, and then the trio must visit Lavitz's home. Return to the town entrance and head right. Once in the next screen, you'll find our knight's home at the top right of the screen. Head on in and Lavitz's mom will greet our heroes. She'll confuse Shana for her son's girlfriend — embarrassing all three warriors. Shana and Mrs. Slambert will prepare food while Dart is shown around by Lavitz. After resting, the group will say "bye" to mom and head for Hoax. If you haven't already done so, grab as many Healing Potions and Angel's Prayers as you can carry — you'll be needing them shortly.

HOAX

ENEMIES	hp
Sandora Soldier	42-48
Sandora Elite	271-288
Giganto	220-233

ITEMS
Angel's Prayer

SPEAK WITH KAISER

The town of Hoax looks nothing like a city or town — it resembles a fort more than anything else.

Switch Dart and Lavitz's Additions to their most powerful variants (check the attack damage percentage). Your primary objective is to speak with Kaiser, the commander. His HQ is located in the central area of town. Speak with him. It's decided that Dart and Lavitz will aid in the town's defense — a dragon attack isn't an everyday occurrence.

DEFEND THE FRONT GATE

When you are ready for battle, let Lavitz know so that the two men can begin their shift. It'll be night by the time Dart relieves the guard at the front gate. Sandora won't waste any time; its forces will attack pretty much instantaneously. The first wave won't be very difficult. With them out of the way, you'll face the first boss.

Boss: Sandora Elite

FACE SANDORA ELITE

This ninja has a couple of mean attacks. He's tenacious, but not too powerful. His favorite attack has him slamming his prey with a chain whip. When he splits into three, he'll appear on the left first, then the right, then the center. You know the drill — it's all about the Additions.

When you've damaged Elite enough, he'll begin casting magic.

When he splits into three, you'll need to pick which is the right one. If you don't, he won't sustain any damage. When you've gotten him down to less than 1/4 health, heal both Lavitz and Dart — the fight's not over yet. After you beat Elite, it's time for his commander.

Boss: Kongol

BATTLE KONGOL THE GIANT

Last of an ancient race of giants, Kongol is faithful only to Emperor Doel. The unfriendly giant attacks with his huge battle axe.

When you've done a good amount of damage, he'll put the blade down and attack with his bare fists.

It's extremely important that you all use Additions. Kongol will counter attack whenever Dart or Lavitz don't finish an Addition attack. If you haven't mastered the timing yet — well, what are you waiting for? But, it's better that you equip the novice Additions or use attack items until you run out. When you run out, attack with standard Additions. Try to anticipate his double team attack (he'll strike both fighters) and guard accordingly.

Kongol will knock Dart to the ground when the red-clad warrior attempts to finish the giant.

GET ROSE TO JOIN THE PARTY

Dart is saved yet again by the female warrior, her name is Rose. This time, Rose awakens a power hidden deep within Dart — the Red Dragon spirit. From here on out, Rose is a part of your group. Switch Shana out for a real warrior immediately, you won't regret it.

TRAIN IN THE ART OF DRAGOON

Before leaving Hoax, Rose will offer to train you in the art of Dragoon, take her up on it.

MARSHLANDS

ENEMIES	hp
Merman	48-52
Myconido	34-42
Crocodile	25-33
Sea Dragon	35-53

ITEMS
- Burn Out
- Sun Rhapsody
- Body Purifier
- Stun Guard
- Magic Stone of Signet

STARDUST LOCATION
- Stronghold's fireplace

HEAD RIGHT TO THE FORT

The marsh splits off into two different directions. The right path leads to the fort Kaiser spoke of.

There's nothing of interest here, except for a couple of bonus items.

TAKE THE LEFT PATH TO THE VOLCANO

If you want to get to the Volcano, take the left path.

CROSS THE TREE BRANCH TO GET THE GOODS

It may seem like there is no direction that you can take; Use the tree branch and cross over to the left. The abandoned boat can be used to grab all the chests in the area.

GIVE AID TO SHANA

If you don't want to bother with them, head northwest.

Shana will get hurt; Dart will need to help her out, but she'll be okay.

VOLCANO VILLUDE

ENEMIES	hp
Red Hot	30-32
Salamander	29-33
Fire Spirit	21-26
Virage head	360-383
Virage body	230-240
virage arm	44-56
firebird	613-640

ITEMS
Spear Frost
Mind Purifier
Panic Guard
Sun Rhapsody
Dabas' Shiny Bag

GET THE PANIC GUARD AND SAVE

The group will spot the firebird Piton in the distance. But, they don't go unnoticed — the fiery monster sees the intruders and comes in for the kill.

Dart and everyone else make it safely to the next area of the Volcano without having to battle Piton. Continue to the right.

When you arrive at the vertical portion, take the right path to acquire Panic Guard or go left to some platforms with a Save point.

CATCH A FISH AND FIGHT

After you've saved, enter the next area. This magma-filled arena has a ton of platforms to jump to and from. The only way to fight in this area is to come in contact with one of the flying fish (in lava?).

THE PATH TO VIRAGE

The exit to Virage is located at the bottom left. Hop on over there.

For some reason, Shana runs off ahead of everyone else. When you catch up to her, she mentions being compelled to the spot.

Before you is a Virage, the 108th race. The Winglies used these monsters in the Dragon Campaign. It was their answer to Dragons. Somehow, this Virage has managed to stay alive for 11,000 years. It awakens to exact revenge.

Boss: Virage

BATTLE VIRAGE

Virage isn't the most difficult boss you've faced thus far, that's because it's only a mid-boss. It has three attack points: the head, body and arm. While you can go for various parts, it's best to go for the head and ignore the other parts.

The only attack to worry about is his Beam Laser. This attack can do over a 100HP worth of damage, so make sure that you guard against it or have enough HP to take the hit. Rose's Astral Drain works wonders against Virage.

Virage will leave from whence he came — the fiery magma. Everyone except Rose seems to be scared of Virage, odd... Exit to the right after the battle.

SAVE DABAS

When you arrive at the large area with the platforms and flying fish, take the lower set of platforms to the right. This should look familiar. You'll be in the same area where you previously saved, except that now you're on the lower half of the platforms.

There's a man about to fall off to his doom. Dart saves the poor soul. His name is Dabas, he is a merchant from the town of Lohan. He'll leave a gift and invite you to his shop in town. Heal anyone in your party that may still be hurt from the previous battle. When you walk around the circular rock formation, the firebird from the Volcano entrance will attack.

Boss: Piton

THE BATTLE AGAINST PITON AND THE RED EYE STONE

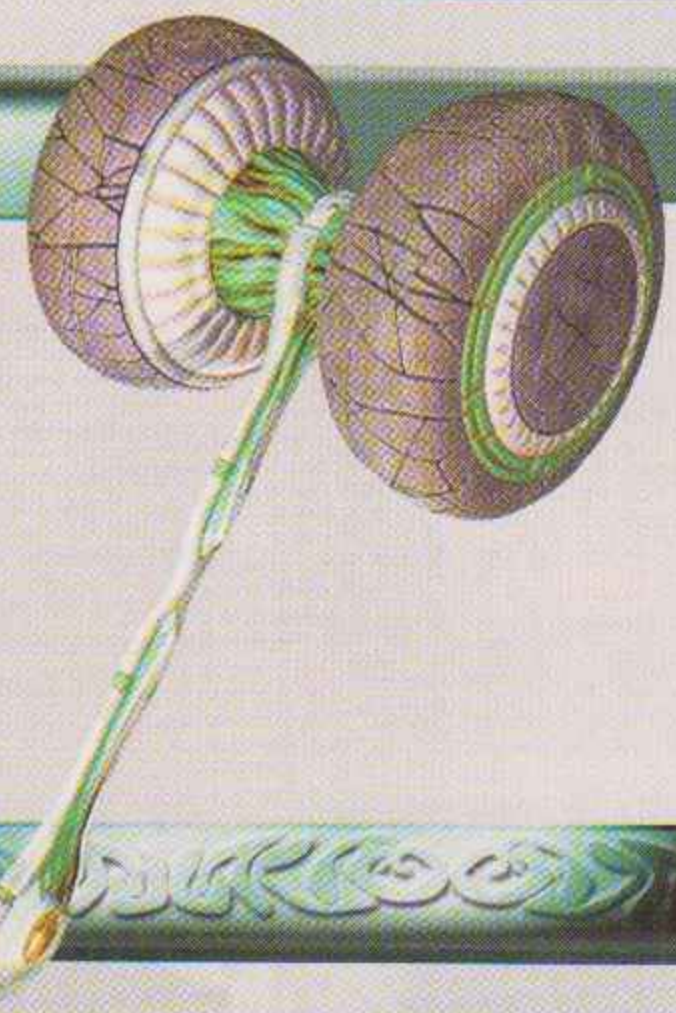
If you've got any water or wind-based attack items, here's the enemy to use them against. The winged creature isn't very susceptible to fire-based attacks, for obvious reasons.

Piton has two attacks that deal big damage. His first attack hits everyone; For the second attack, he'll dive down into the lava and call forth four fireball entities that stick around for one attack. Lavitz should use his most powerful Additions — ditto for Dart. As always, Rose's Astral Drain comes in handy — just make sure you have enough magic to use the spell. Your reward in a hard fought battle is the Red Eye Stone. Dabas sells everything you need for the journey. Max out on the goods.

DRAGON'S NEST

ENEMIES	hp
Mandrake	95-96
Run Fast	62-69
Lizard Man	37-40
Man Eating Bud	128-130
Tricky Bat	22-34
Jade Dragon	453-472
Greham	400

ITEMS
Bravery Amulet
Spirit Portion
Beast Fang
Body Purifier
Mind Purifier
Plate Mail
Down Burst
Chain Mail



FIND THE DRAGON'S NEST

Feyrbrand's poison fills this forest. Shana is troubled by the poison the most. Find his lair quickly. Head north.

Then, at the next screen, go westward. The group will stop south of a branch point. It seems that the poison might be too much for Shana to handle. Go west until you come across a stream.

Go north until the party falls through massive webbing. This is where you want to be — in the heart of the Dragon's Nest.

TOUCH THE MUSHROOMS

The water at the bottom of the nest has healing abilities. Heal before doing anything else. There are two areas in the nest before you meet Feyrbrand. The first area is the one you're in, with a couple of platforms and some shuts to climb up and down.

Enter the second portion of the nest. Here, Dart needs to touch all the mushrooms (an exclamation marker will appear) to access the rest of the map. There is a Save point at the top of the nest. Save before exiting at the top of the screen.

Boss: The Greham

BATTLE GREHAM AND FEYRBRAND

Lavitz and Greham know each other. Greham was once Lavitz's father's best friend, until he betrayed him — causing his death. For that, Lavitz has never forgiven the once honorable knight. It's time to avenge his father.

Generally speaking, it's always best to defeat the minion first, then the lord. That's not the case here. Concentrate every attack on Greham until he retreats. His attacks are far too powerful to ignore.

The green dragon isn't as menacing as it looks — particularly when it's one dragoon versus two (and soon three) dragoons. His Attack Power Up is of note, but not when he's outnumbered. If anyone becomes fearful or confused, use the Mind Purifier. If someone is poisoned, use a Body Purifier.

Greham will be near death when the battle ends. He will repent before death. The Dragon Spirit finds a new master in Lavitz. From here on out, the Serdian knight can call upon the power of the green dragon.

LOHAN

ITEM SHOP	
Healing Potion	10
Sun Rhapsody	50
Angel's Prayer	30
Mind Purifier	20
Body Purifier	10
Spinning Gale	10
Gushing Magma	20
Charm Potion	4

WEAPON SHOP	
Lance	100
Cape	60
Legend Casque	10,000
Active Ring	200
Protector	200
Panic Guard	300
Power Wrist	200
Wargod Calling	1,000
Phantom Shield	10,000
Dragon Shield	5,000
Angel Scarf	5,000
Ultimate Wargod	10,000

STARDUST LOCATION

- Dabas' shop: armour
- Book Shop: hidden cabinet
- Pot: near exit
- Cargo: near arena entrance

TAKE SHANA TO THE DOCTOR

Shana's condition has worsened. Go to Lohan and have Shana checked by the physician there. When you arrive in Lohan, Dart will take her to the doctor automatically. After checking her out, there appears to be nothing wrong with her. The doctors says it might be a mental state and that the only thing that can cure her is the elusive and nearly extinct Dragoni Plant.

FIND DABAS' SHOP

It's time for another side quest. Make your way to Dabas' shop. It's hard to miss — it's in the same area as the doctor — it'll be in the lower right area of the screen. Speak with Dabas, he does want to help but he has no Dragoni Plant.

BUY A BOTTLE FROM A STREET VENDER

Walk back to the town entrance. A street vender wants to sell a bottle for an outrageous amount of money. If you work your cards right, you can buy this necessary item for 100G (just keep talking him down). If you don't have a 100G to spare, a chest east of your location may help.

PUT WATER IN THE BOTTLE

Exit town and return to the Dragon's Nest. Pour a bit of the pure water into the bottle and exit the Nest. Just to the right of the Dragon's Nest is a place to hop across to the other side of the stream.

WATER THE PLANT TO CLEAR THE PATH

Go eastward, back to the location where Shana and everyone else stopped to rest. Use the pure water on the malformed plant blocking the path. The coast is clear to go to Shirley Shrine.

SHIRLEY SHRINE

ENEMIES	hp
Gargoyle	94-96
Plague Rat	43-61
Strong Man	76-82
Living Statue	50-57
Drake	1268-1350
Wire	117-128
Bursting Ball	68-74

ITEMS
Dark Mist
Silver Stone
Demon Stiletto
Healing Breeze

RIDE THE MINE CART

Don't bother opening any chests while you're in the shrine — they're all empty. There must be a Dragoon nearby, because all three Dragoon spirits will resonate before entering the next part of the Shrine.

Head directly across (north) in the next screen. When you arrive at the open area with the stairs, climb all the way to the top. This will take to you what seems to be a dead end with a chest. (Open the chest — it's a trap.)

The group will fall through the floor, onto a mine cart. This cart will take the trio all around the shrine. Note that numbers occasionally appear at the bottom of the screen (3, 5, 2). The wild ride ends at the Shrine entrance.

INPUT THE PASS CODE

Go back to the open area with the stairs, except this time go to the dial that you passed up the first time. Input the passcode 3, 5 and 2. A new door will open — it leads to Drake and Shirley.

POSITION THE EAGLES TO CLIMB THE STAIRS

There's one more puzzle; Two eagle statues found at the bottom of the staircase must be moved into the proper position before you can pass. If you don't, the stairs will turn into a slide each time you try to ascend. The gold eagle must face south and the other must face the gold eagle. When they have been moved in these positions, it will be safe to take the stairs. Use the Save point in the next area, then head further north.

BATTLE DRAKE THE BANDIT

Drake is a toughie. Not only does he have three attacks that are hard to stop, he also heals himself midway through the battle.

His main attack is knife throwing — this does a considerable amount of damage, but still doesn't compare to his other offensive attack. The bandit will pull three bombs (one for each person in your party) and these bombs will slowly move toward you. They will detonate after three turns.

As if that isn't enough, Drake makes a wire fence appear. He cannot be harmed until this fence is damaged; If you do attempt to attack him while he's behind the shield, you will sustain damage — unless in Dragoon mode.

Attack Drake until he rolls out the bombs. Either block until the bombs hit you, or attack the bombs to blow them up before they reach you. Have Rose use Astral Drain, Dart use Flame Shot or Final Burst (if you've got it) and Lavitz attack with his Additions. The battle will be long and painful, but no one should die here.

Boss: The Shirley

ANSWER SHIRLEY'S QUESTIONS

Shirley is a boss unlike any other. You won't have to attack her. In fact, spend the whole match in Guard mode. What you must do is answer her questions correctly.

When all three fighters have told her what she wants to hear, she will give Dart the Silver Dragoon Spirit— the only thing that can save Shana. She will ask one thing — that you heal Drake, he has been a good servant.

GRAB THE MONEY AND A NEW BLADE FOR ROSE

Don't miss the opportunity to grab 140G in the room to the left, and a new blade for Rose. Return to Lohan to see how Shana is doing.

RETURN TO LOHAN

ITEM SHOP		WEAPON SHOP	
Healing Potion	10	Lance	100
Sun Rhapsody	50	Cape	60
Angel's Prayer	30	Legend Casque	10,000
Mind Purifier	20	Active Ring	200
Body Purifier	10	Protector	200
Spinning Gale	10	Panic Guard	300
Gushing Magma	20	Power Wrist	200
Charm Potion	4	Wargod Calling	1,000
		Phantom Shield	10,000
		Dragon Shield	5,000
		Angel Scarf	5,000
		Ultimate Wargod	10,000

STARDUST LOCATION

- Dabas' shop: armour
- Book Shop: hidden cabinet
- Pot: near exit
- Cargo: near arena entrance

GO TO THE PHYSICIAN'S OFFICE

Find the physician's office and give Shana the Silver Dragoon Spirit. She will be all better and much stronger in battle — she's a full-fledged Dragoon now. Completely in awe, the doctor is happy to be of service and charges nothing for his treatment of Shana. He does tell Dart about the Hero contest, though. Remember where you found the 100G — east of the man that sold you the bottle? North of the chest is the auditorium where the Hero contest is being held.

HERO CONTEST

Register for the Contest at the front desk to begin. Lavitz whispers that you shouldn't use the Dragoon ability here. Dart will meet his old friend Haschel, a ninja master. The two men met while Dart was on his journey to find the Black Monster. Funny how both men meet here at the Hero Contest... Dart will go through four rounds before reaching his final opponent, a man named Lloyd. Don't try too hard in the Hero Contest, as it doesn't matter whether you win or lose, Dart will make it to the final battle.

The same can't be said for the tournament finals. Against Lloyd, Guard the whole time. If you lose to him (run out of HP), you'll have to re-load a saved game. The following is the list of combatants:

Round 1: Golgaga

Golgaga breaks the rules right away by poisoning Dart. Use a Body Purifier and beat on the ruffian with Additions. He goes down after four rounds.

Round 2: Serfius

Not too difficult, but cast a defensive spell that grants him 50% less damage per hit.

Round 3: Dadon

First rule; Don't attack this armor-clad giant when he puts his weapon down — he'll counter attack with a mean hit — just keep attacking with Additions. When he performs his All Out Attack, leaving you with only 1HP, you can either take the man's route and try finishing him with an Additions attack, or take the mouse route by healing yourself.

Round 4: Atlow

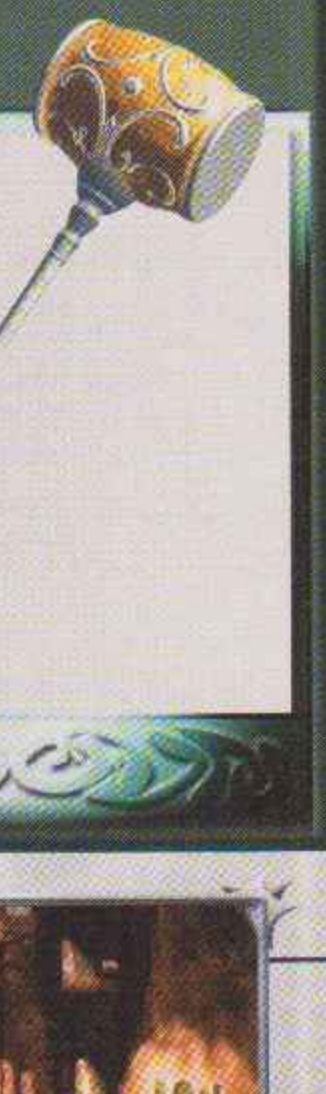
Atlow attacks with consecutive bow and arrows. He won't use his most devastating attack until about 3 or 4 rounds into the match. Try to guard against this one.

Final Round: Lloyd

One rule against Lloyd — guard everything.

After the tournament, everyone will congratulate Dart. He will be given some alone time with Shana. This cannot be bypassed until you play at least one mini-game. When you get bored with the mini-games, speak with Lavitz and let him know you've had enough. It's time to leave Lohan and continue your quest. As you leave Lohan, a wounded soldier makes it to town. As the man dies, he informs Lavitz that King Albert has been captured by the enemy and will be executed by morning.

RETURN TO HELLENA



ENEMIES	hp
Hellena Warden	119-121
Senior Warden	122-128
Jiango	1236-1280
Fowl Fighter	75-90
Guftas	513-575
Rodriguez	385-430
Freugel	1080-1138

ITEMS	
Thunderbolt	Sachet
Dark Mist	Broad Spear
Felt Hat	Spear
Razor Armor	Gravity Rubber
Healing Potion	

THE PATH TO THE KING

Another friend finds himself trapped in Hellena, this time it's the King. Once back inside the familiar walls of the prison, go to the left of the horse in the stable. Remember, the door that served no purpose before now has one. Take the elevator lift to the top floor. The elevator leads to the main area that was fortified before, now there are even more prison guards waiting. But, they won't do the job themselves — they'll leave it to the prison pet.

Dart, Shana and everyone else will fall down an area below the jail. Here you will fight Jiango. Lavitz finds a spot with a slight crack in it. Inspect it to begin the fight.

Boss: The Greham

BATTLE JIANGO

By now, fighting bosses should be routine. Jiango has nothing that sounds overly dangerous, although he can confuse your party. Don't underestimate the pup, though, because he can do as much damage as the next. He has no real counter attacks or deadly attacks, so just keep your HP up and whale on him until he's no more. (He can also be put to sleep with a Sachet.)

With the guardian out of the way, the path is open. It won't be easy, but work your way to Fruegal's location. It's to the left of the main hall where all the guards were waiting to ambush Dart. A Save spot and three chests will come in handy before the battle with Fruegal. Equip any Additions and party members as necessary. Approach Fruegal to commence the fateful battle.

Boss: Fruegal

BATTLE FRUEGAL, GOFTAS AND RODRIGUEZ

Fruegal isn't alone here. This time, his teammates are far more powerful than the previous ones. Guftas and Rodriguez are to his left and right, respectively. Take out the rapid pooch first. His confuse-all spell will really put a damper on any progress.

Once it's Fruegal and Rodriguez, kill the bird — he does more damage, potentially, than Fruegal. The fight will really slow down when only Fruegal remains. If anyone is seriously injured, have that person Guard while the others do the work.

THE DEATH OF LAVITZ

Lavitz will give Fruegal the final blow. But, with Fruegal out of the way, it's not hard to see the mysterious man in black attacking King Albert. Lavitz quickly runs to the rescue, turning into a Dragoon while airborne. Stone cold, the man in black waits until the last second, then stabs Lavitz through the heart with a Dragon Buster. The man is none other than Lloyd, from the Hero Contest back in Lohan.

He escapes, but Dart and everyone else are more concerned with the King and the dying Knight.

With his final breathe, Lavitz holds Dart's hand and entrusts everything he's worked for to his dear friend. The disheartened warriors return to seek refuge in Seles. There, the King shares his knowledge about the kingdom and what is going on.

BLACK CASTLE -- KAZAS

ENEMIES	hp
Sandora Soldier	155-160
Hell Hound	111-125
Sandora Elite	332-350
Kongol	1158-1198
Emperor Doel	800-850
Dragoon Doel	2100-2150

ITEMS
Healing Potion
Spark Net
Magic Oil
Dark Mist
Trans Light
Red Stone
Blue Stone
Beast Fang
Yellow Stone

ITEM SHOP	
Healing Potion	10
Sun Rhapsody	50
Angel's Prayer	30
Dark Mist	10
Fatal Blizzard	20

WEAPON SHOP	
Heat Blade	100
Long Bow	150
Armet	100
Iron Kneepiece	100

FAKE WEAPON SHOP	
Fake Power Wrist	100
Fake Shield	100

WOMAN MERCHANT	
Healing Potion	10
Angel's Prayer	30
Mind Purifier	20
Body Purifier	10
Spear Frost	10
Meteor Fall	20
Charm Potion	4

STARDUST LOCATION
- 1st room on left: barrels
- 1st room on right: up ladder
- Weapon Shop: by shop keeper
- Slums: Item Shop: 3 barrels
- Slums: Top room: Bookshelf
- Slums: Item Shop, between the 2 barrels

POPO'S SECRET PATH

Go directly to the top of town when you arrive in Kazas. You'll arrive at the front of the Black Castle, but you won't be able to enter through the front gate. Instead, head north-east —there's a secret path in that direction.

From the next screen, work your way down until you cannot go any further — enter the building as shown.

Locate a young man named Popo. He's posing as a guide, but he's actually a representative of the resistance. King Albert introduces himself to the boy. Popo wants the war to end more than anything else. He is your ticket into the Black Castle, because he has a secret entrance that not even Sandora knows about. After a short briefing, agree to take the hidden pathway.

You'll be very near the castle when you exit the underground passageway. Once outside, avoid the two soldiers at the bottom of the stairs — they are more trouble than they're worth! Use the ladder on the opposite side, go straight down the path, down some stairs, then enter the overhead interior area and head to the right.

CONTROL THE ELEVATORS

Two researchers will speak to you about their projects when you enter the room with the purple column. One of the researchers will give you the magic oil that allows Dart to control the elevators. Note: Dart can re-charge his energy by using the yellow flame. However, doing this will cause all of the enemies in the area to regenerate.

SNAG THE RED, BLUE AND YELLOW STONES

Take the elevator in the research room. Head to the left when you arrive in another room with three research scientists. Try to make it across the garbage disposal in the trash room. The platform goes up and down; If you're caught on it when it goes down, you'll go to the trash. When you do make it across, open the chest to get the Red Stone, only two more to go!

Return to the hall located to the left of the research room with the purple flame. Take the elevator situated on the left side of the room. You won't be able to get around one Sandorian, so beat him before moving on. The next room holds Mr.Magi, the not-so-great researcher. After speaking with him a bit he'll accidentally turn himself into a harmless pup. Go grab the Blue Stone in the chest.

Take the elevator back down, and head for the elevator on your left. You'll have to eliminate the two guards first, however. Exit the elevator at the second floor and go left until you find the other elevator (this room loops, so you could go right if you so desired). That one will bring you up to the third floor, near three guards. Defeat all three to access the Great Commander.

Take the elevator in front of you and speak with the Commander (he first appeared in the rendered intro). He speaks like a wise man and wishes for Emperor Doel's madness to be put to an end. He believes Dart is the man to do this. He gives you the last stone, Yellow. Now, you can enter the Emperor's chamber.

ENTER THE EMPORER'S CHAMBER

Return to the elevator that brought you to the three practicing guards — take it to the fourth floor. A massive statue of the Emperor's late wife is before you. To open the secret passage to Doel, place each stone on the stone slab in front of the statue. Just before reaching the Emperor's double doors, you're greeted by Kongol — he wants a rematch!

Boss: Kongol

BATTLE KONGOL

Kongol is a little tougher than he was the first time — he's now decked out in a full suit of armor. An incomplete Additions Attack will still mean that the giant counterattacks, but at least he doesn't attack more than one person at a time. His Barrier spell does big time damage. Have Dart use his Special, Albert hit him with Magic, then pound him with physical attacks. Always make sure that two party members are attacking while the most injured either heals or heals others. DO NOT waste your Dragoon on Kongol — he's not worth it, especially not now. After the fight, return to the yellow flame, re-charge and beat on the Sandora soldiers until your Spirit Notes are full.

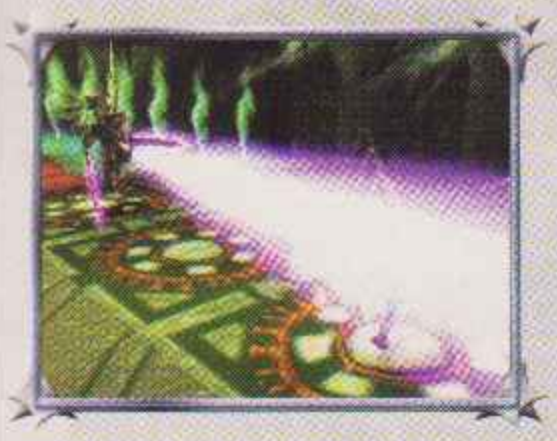
SAVE AND PRAY

When you have defeated Kongol, head back to the statue and Save. If you don't mind going down to the second floor, it would be very wise to buy as many Healing Potions and Angel Prayers as you can carry. 16 of each sounds good. Equip the most powerful stuff you've got; Emporer Doel is next and nothing can prepare you for this battle. (Don't forget the Physical Shield, which blocks Physical Attacks for three turns. It's next to the door leading to Doel.)

Boss: Emporer Doel

BATTLE EMPORER DOEL

Emporer Doel's first form is without the aid of his purple Dragon spirit. He has a couple of attacks that can take close to 100HP, but he's only warming up. Once again, DO NOT waste your Dragoon on Doel's first form. If you really want to do a Dragoon transformation, use Rose — she can charge herself back up much faster than Albert or Dart can.



When Doel is down to 1/4 health, he'll pull out the Dragoon magic — now would be a good time to worry. If you're special is ready, have Albert initiate it (this gives him added power in his attacks). Albert should attack with a regular Dragoon attack; Dart's Final Burst (if you have it; If not, use the Flameshot) inflicts over 200HP against Doel, and Rose, what else, but her Astral Drain. Be ready to use a number of Angel Prayers. Doel's least powerful attack in Dragoon form still takes over 100HP (when not guarded against). Doel has four attacks that he loves, one in particular where he attacks every person in the party. Albert will more than likely be the first person to die — he just doesn't have the right magical defense. When and if he dies, you might be better off not reviving him. He's somewhat weak and his Additions attack is rather tricky. It's a lot easier managing two fighters, especially when it comes to sharing items. Doel has HP in the range of 2,500, so he won't be defeated too easily. After a certain amount of time, Doel will raise a shield for a few turns. Just guard until he drops it.

But, when you do beat him, the Emperor clues you in on Lloyd. The platinum-haired swordsman has gone to Tiberoa. Everyone, including Haschel, joins Dart and Shana on their new adventure. Doel's Dragoon spirit is inherited by Haschel.

The second chapter in The Legend of Dragoon is significantly shorter than the first, but will find you moving back and forth quite a bit.

FLETZ

STARDUST LOCATION

- Weapon shop: near Crossbow
- Gem shop: by colored gems
- Item shop: upper-middle
- In box: in front of Bar
- Roof of small house: below Church
- Castle: room at base of right tower
- Castle: front hall, statue on right

JEWELRY SHOP

Ruby Ring	1000
Sapphire Pin	1000
Emerald Earring	1000
Platinum Collar	1000

WEAPON SHOP

Shadow Cutter	200
Chain Mail	150
Soft Boots	100
Poison Guard	200
Active Ring	200
Protector	200
Panic Guard	300
Stun Guard	200
Bravery Amulet	300
Magic Ego Ball	300
Power Wrist	200
Knight Shield	200
Wargod Calling	1000

ITEM SHOP

Healing Potion	10
Healing Breeze	50
Sun Rhapsody	50
Angel's Prayer	30
Mind Purifier	20
Body Purifier	10
Trans Light	10
Black Rain	20
Charm Potion	4

ENTER THE BAR

After defeating Emperor Doel, the party arrives in Fletz — only a couple of minutes after Lloyd. The guards at the front of the gate won't let you leave town because of wandering bandits. Walking over to the small bridge on the right will trigger a short sequence. From the bridge, go to the right and take the stairs up. Enter the establishment. The waitress will inform you that the Bar isn't open yet, but that it will be later. Exit the Bar and work your way up to the northern-most part of the city. Dart and everyone else will catch a glimpse of Princess Emille. Apparently, she's quite a mean little person. According to the townsfolk, she's changed dramatically.

SPEAK WITH THE LARGE GUARD

He says he cannot let anyone pass. If you bother him too much, he'll have you kicked out of the area.

MEET KAFFIE, FESTER AND NELLO

Once you've gotten enough play with the royal guard, go back to the Bar and speak with Kaffie. Once Dart mentions that he's on a mission to find someone named Lloyd, Kaffie recommends visiting Fester —he knows a lot about these parts. It'll already be dark by the time you leave the bar.

Fester's house is located to the left of the stairs that lead to the bar. Dart will attempt to get a hold of Fester, but it'll be Shana that manages to grab the Senator's attention. This wise old man has much to tell about the land. He speaks of the Black Monster and the Moon that never sets. Before he can tell the group anymore vital information, he must rush off to see Princess Lisa, Princess Emille's sister.

There's no place to stay in Fletz — you'll need to find somewhere to keep warm. Nello's house is just the place. His house is in the southwest part of the city; It's to the left of the bridge with the name Claire engraved on it. King Albert and Nello have much in common and speak into the early hours of the morning. Everyone else falls asleep. In the morning, the team gets together and decides to go north to the Barrens.

SPEAK WITH MARTEL — THE KEEPER OF STARDUST

Before you leave town, go back up to the bar and speak with Martel. It seems that she is the keeper of Stardust! Once she tells you about the magical little stones, you'll have the opportunity to give her what you've collected to this point. Of course, she'll give you a good useful item in return. Notice that the Stardust counter still indicates the number collected — it hasn't decreased! However, you can't give her anymore Stardust until you increase the number.

THE BARRENS

ENEMIES	hp
Frilled Lizard	111-126
Stinger	50-82
Crafty Thief	312-332
Mappi	622-640
Arrow Shooter	162-168
Earth Shaker	190-203
Scissorhands	74-84

ITEMS
Total Vanishing
Pellet
Body Purifier
Warrior Dress
Recovery Ball
Stunning Hammer

TAKE THE PATH TO MAPPI

This desert canyon contains a couple of items, but continue to the north. Most of this land his been overrun by bandits — this canyon is no different. When you get to the second screen, Mappi and his two goons will approach and attack. Mappi is part of the Gehrich gang.

Boss: Mappi

BATTLE MAPPI

This isn't a difficult battle, no more than some of the other formidable bosses you've faced. This one is actually a bit easier. Aside from his "can't combat" attack, which incapacitates the recipient, Mappi doesn't have much to throw at you. However, if you have a Talisman, make sure Dart wears it — thus preventing Mappi from taking him out with his lethal move. Take out Mappi's two buddies first, then concentrate on the jittery little bugger. Once the bandit is done for, Dart will go in for the final blow; Mappi will trick Dart by asking for mercy. When Dart lets his guard down, the thief will knock his Dragon Spirit away. Both men will dive for the gem, but Mappi's speed is unrivaled. Rose tries her hand at slashing the wily thief to no avail. After the battle, take the top right exit — this will lead to Donau.

DONAU

STARDUST LOCATION
- Water at entrance
- Mayor's kitchen

WEAPON SHOP

Silver Vest	150
Tiara	150

ITEM SHOP

Healing Potion	10
Sun Rhapsody	50
Angel's Prayer	30
Mind Purifier	20
Body Purifier	10
Rave Twister	20

TAKE THE LETTER TO THE MAYOR

The first person you should visit is Kate, the bride to be (first house to the right). Her fiance, Lynn, went to confront the bandits, but he has not returned. She is very worried. Kate will give Dart a letter for the Mayor of Donau; the Mayor is Lynn's father.

The Mayor's home is to the left of the town entrance. From Kate's home go to the left, take the stairs at the next screen. Speak with the butler. After seeing the letter, the butler will allow you to meet the Mayor. The shocked father will help in anyway possible, but it is Dart that lends a hand by agreeing to bring back Lynn.

RECRUIT MERU

The bandits' hideout is in the Valley of Corrupted Gravity. But, in order to get to the Valley, special permission is required from the King of Fletz. Just outside the Mayor's home, bandits are harassing a young platinum-haired girl. After a couple of seconds, it's obvious that she can handle herself. She introduces herself as Meru, the most popular dancer in town. After a short introduction, Meru becomes part of the team. Return to Fletz.

RETURN TO FLETZ

STARDUST LOCATION
- Weapon shop: near Crossbow
- Gem shop: by colored gems
- Item shop: upper-middle
- In box: in front of Bar
- Roof of small house: below Church
- Castle: room at base of right tower
- Castle: front hall, statue on right

JEWELRY SHOP

Ruby Ring	1000
Sapphire Pin	1000
Emerald Earring	1000
Platinum Collar	1000

WEAPON SHOP

Shadow Cutter	200
Chain Mail	150
Soft Boots	100
Poison Guard	200
Active Ring	200
Protector	200
Panic Guard	300
Stun Guard	200
Bravery Amulet	300
Magic Ego Ball	300
Power Wrist	200
Knight Shield	200
Wargod Calling	1000

ITEM SHOP

Healing Potion	10
Healing Breeze	50
Sun Rhapsody	50
Angel's Prayer	30
Mind Purifier	20
Body Purifier	10
Trans Light	10
Black Rain	20
Charm Potion	4

GET THE KING'S PERMISSION

You need to find a way to get to the King. First, find Nello — he can't help. Kaffie doesn't offer much help, either. Fester — he'll get you in, but he's busy in the item shop at the moment. Speak with Fester again when he steps outside the shop. Being a Senator grants him certain privileges — one of these is being able to grant you an audience with King Zior. The King grants Dart permission to enter the bandits' lair.

PRINCESS LISA

On your way out of the castle, a servant hails Albert. She says that Princess Lisa wishes to see him. Princess Lisa has learned of several key pieces of information by reading the stars. Lisa tells Albert that Princess Emille's changes occurred during a horse riding accident. Since that day, six months earlier, the Princess has never been the same. The King is quite gracious and all of you are invited to attend dinner. Once dinner is over, you'll be escorted to the guest room, where you can spend the night. When the morning sunlight appears, that'll be your cue to make your way westward to the Valley of Corrupted Gravity.

VALLEY OF CORRUPTED GRAVITY

ENEMIES	hp
Dragonfly	279-300
Killer Bird	129-149
Spider Urchin	99-107
Roc	201-213
Erupting Chick	106-138
Virage left arm	277-395
Virage head	1600-1608

ITEMS
Speed Up
Sachet
Meteor Fall
Talisman
Poison Needle
Down Burst
Panic Bell
Moon Serenade

HEAD NORTH TO THE SAVE POINT

Return to the Barrens. Upon arrival, take the left exit instead of the right. Show the guard at the gate the permit and he will open the gate. The valley, while a bit disorienting, is very small. See this map for more details. Just keep heading north until you reach the Save point. Save there, then continue to the north. A Virage will attack your group when you've reached the end of the valley.

Boss: Virage

BATTLE VIRAGE

Unlike the one you fought before, this Virage has a full body. The first priority versus this nemesis is to "kill" his left arm (on your right). This arm has an attack that kills with one hit. Once it's gone, it can still come back but, until it does, attack the head with all you've got. Don't waste your time attacking the body or other arm. With enough Healing Breezes and Dragoon attacks, this battle will be fairly easy. When the battle is over, the Virage will attempt to attack Shana. She radiates with the same blue magical field that she used against Urobolus. Next stop: Gigantos City.

HOME OF GIGANTOS

ENEMIES	hp
Piggy	157-163
Crafty Thieves	198-253
Gangster	292-300
Berserker	356-400
Mappi	1136-1263
Gehrich	1984-2021

ITEMS
- Bandit's Ring
- Angel's Prayer
- Diamond Claw
- Stun Guard
- Magic Stone of Signet

STARDUST LOCATION
- Candlestick: by stairs to treasure room

FIND THE BANDITS

Take the stairs up to the next part of the, now abandoned, city. Watch out for flying arrows. If you keep moving, none of them will hit you. A couple of bandits will stop you from progressing to the next area of the city. They'll hail for another bandit that needs to be defeated.

Boss: Gangster – Crafty Thieves

BATTLE THE GANGSTER

This martial artist attacks with the same techniques that Master Haschel uses. This Ganster is a mid-boss and is no real threat. Destroy the two Crafty Thieves, then go for the Ganster. When he's been defeated, he will spill the beans about his training. The large circular block is broken by Haschel's iron fist. This attack must have really worn thin on Haschel, because he needs to take a breather.

Meru stays with the ninja master while everyone else takes a look around. Haschel isn't really tired — he's acting. He knocks Meru over the head when she's not looking and runs off. When Dart returns, Meru doesn't know what happened, but everyone notices that Haschel is gone. Exit to the north and save. Dart arrives just in time to see Haschel arguing with Gehrich and Mappi. The argument heats up and the battle begins.

Boss: Gehrich and Mappi

BATTLE GEHRICH AND MAPPI

Gehrich's attacks are similar to Haschels, and with good reason; Haschel was his Master. You've fought Mappi before — his attacks haven't changed. These enemies may not have any real magic, but their attack power is high. Defeat Mappi first, as he has less HP. Gehrich will go down shortly thereafter. These martial artists are no match for your Dragoon skills. Haschel will perform the final blow.

Too bad for you that Haschel knocks Gehrich into a structure. Just before the falling statue crushes everyone under its weight, Kongol saves the group. With his inhuman strength, the giant tosses the great weight to the side. Kongol decides to make peace with Dart and joins the party; He is a valuable fighter.

Sadly, a repentant Gehrich dies in Haschel's arms. When Gehrich dies, he tells Haschel who the Princess Emille actually is, Lenus. The wise master leaves to bury his fallen disciple. Enter the basement to free Lynn. With the groom free, Dart can spend his time looking for the Dragon Spirit. You'll find it at the bottom right corner of the basement.

RETURN TO FLETZ 2

STARDUST LOCATION

- Weapon shop: near Crossbow
- Gem shop: by colored gems
- Item shop: upper-middle
- In box: in front of Bar
- Roof of small house: below Church
- Castle: room at base of right tower
- Castle: front hall, statue on right

JEWELRY SHOP

Ruby Ring	1000
Sapphire Pin	1000
Emerald Earring	1000
Platinum Collar	1000

WEAPON SHOP

Shadow Cutter	200
Chain Mail	150
Soft Boots	100
Poison Guard	200
Active Ring	200
Protector	200
Panic Guard	300
Stun Guard	200
Bravery Amulet	300
Magic Ego Ball	300
Power Wrist	200
Knight Shield	200
Wargod Calling	1000

ITEM SHOP

Healing Potion	10
Healing Breeze	50
Sun Rhapsody	50
Angel's Prayer	30
Mind Purifier	20
Body Purifier	10
Trans Light	10
Black Rain	20
Charm Potion	4

ENEMIES

	hp
Lenus	3131-3211

THE WEDDING IN THE BARRENS

Go back towards Donau. Lynn will invite you to his wedding when you reach the Barrens. There is no harm in going to the wedding. To Dart's dismay Shana catch's the bride's bouquet. Head to Fletz when the festivities have finished.

FIND PRINCESS LISA

You'll arrive just in time for the Coming of Age Ceremony. In this ceremony, the Moon Dagger will be passed onto Princess Emille. You must try and stop this before it happens. Enter the castle. The guard at the front will inform you that Princess Emille has replaced all the guards for her ceremony. Most of them are bandits, so don't expect them to be friendly.

Exit to the terrace and go to the right. If the guards see you, you'll be escorted to the stairs. Time your movements so that the guards can't see you. You must make it up to the east tower to see Princess Lisa. The Princess knows that the Emille about to receive the Moon Dagger isn't her sister. The doppelganger is working together with the bandits, that would explain why the change of guards. She knows that the real Emille is somewhere in the castle and suggests looking around. Lisa will accompany you. The first place to look is her room — up in the top of the west tower.

FIND PRINCESS EMILLE

Although Lisa is with you, the bandit guards still need to be avoided. Use the same caution to get to Emille's room. Don't worry about the guards at her door, they'll leave when they notice they're out-skilled and out-numbered. Inspect the painting inside. It will take your party to a magical dimension.

Emille is trapped inside here, and she appears to be comatose. Check the top left of the platform you're on. It will create a bridge to Emille. King Albert will awaken Emille.

Quickly return to the Chamber of the Sun (the King's Chamber) to confront the impostor. The guards will pose no threat with the real Emille in your party. You arrive a split second too late — the impostor gets what she wants. The cornered rat decides to shed her facade and show her true self. Her name is Lenus, she is a Wingly. This baddie doesn't give up so easily and is your next battle.

Boss: Lenus

BATTLE LENUS

Lenus will destroy you if you give her the chance. Her magic spells attack everyone in the party and her regular attacks do a great deal of damage. Keep your HP high in this battle, because Lenus will take the liberty of attacking multiple times. More than ever, it's important that you enter this battle with the Special readily available. Have Albert, Kongol or whoever is your third partner use the Special. This will give that person the Dragoon Additions advantage. As always, use Astral Drain with Rose and Dart's Final Burst. This isn't a quick battle. It can take over 12 rounds. Lenus isn't an easy kill — when she is defeated, she retreats to the balcony. She escapes by flying away and takes the Moon Dagger with her. The only hope of getting it back is to meet Lenus at Illisa Bay.

QUEEN FURY

ENEMIES	hp
Will-o'-wisp	153-162
Skeleton	193-210
Death	197-213
Magician Bogey	781-805
Ghost Knight	280-480
Ghost Cmndr	1800-2200

ITEMS
stun guard
bravery amulet
night raid
dancing dagger

STARDUST LOCATION
- Queen Fury: Lamp by Kongol
- Queen Fury: Room on main deck, in chest

WEAPON SHOP

Glaive	250
Beast Fang	250
Warrior Dress	150
Stun Guard	200
Magic Ego Bell	300

ITEM SHOP

Healing Potion	10
Healing Breeze	50
Sun Rhapsody	50
Angel's Prayer	30
Mind Purifier	20
Body Purifier	10
Trans Light	10
Dancing Ray	20

BOARD THE SHIP

The only hope of getting the Moon Dagger back is by visiting the Queen Fury. The ship is located at the dock in Donau — it's near the Mayor's home. Speak with Commador Puler and board the ship. There are no battles while you're on the ship.

FIND YOUR BUDDIES

What you must do is speak with each and every person in your group. When you're in control of Shana, go find Dart. Each time you find a party member, you'll switch to that person.

Now go find Rose, she's above Dart's location. When in control of Rose, you need to locate Haschel — he's on the deck. Haschel will have a painful flashback that concerns his daughter.

After Haschel's flashback, go find Kongol. The giant is in the boiler room. After Haschel, Kongol must find Albert. Albert will, in turn, find Meru and Meru must go locate Dart. Have Dart speak with Rose again. This will trigger a rendered movie showing the Phantom Ship broad siding the Queen Fury.

BOARD THE PHANTOM SHIP

When the dust settles, Shana will be gone and the two ships will be face to face. Head over to the Phantom Ship. You'll find Shana near the entrance. Now, you can search around the ship freely. Note that any enemy encounters will only occur if you come in direct contact with any of the floating spirits.

FIND THE MAGICIAN BOGEY

The first place to check is the Captain's quarters, which is on the main deck, toward the back. It's locked — you'll need to find a key.

Take the stairs down. Enter the second room on the left. Open the chest within this room. A purple demon will appear and scurry away. You'll be kept busy by three skeletons while the ghost runs away.

BATTLE THE BOGEY MAN

Exit this room and enter the next room after the battle. This room also has a chest. Open the chest and get ready for another battle with Magician Bogey and two Skeletons. He's no match for Dart and will run away after the battle — guess he'll fly away, since he's a ghost!

ANOTHER BOGEY BATTLE

Enter the last room in the hallway and inspect the top left chest. Magician Bogey will jump out once again. This time, you'll fight not one, but three Magician Bogeys. These specters don't have any devastating attacks, so just take 'em on one at a time. Watch out for an attack that can render you unconscious. Each Bogey has about 800 HP. Beating the Bogey will free the Captain's ghost. He tells you to go to the Captain's quarters (right end of the deck).

ACQUIRE THE BONUS ITEMS

Inspect the shimmering object at the top right of the Bogey Battle area and four ghosts will appear, each giving a number. These numbers can be used for the room with the locked chest. Only three of the numbers work. You'll have ten chances the first time to get the combination right. If you go beyond ten attempts, the code will reset and you'll have to visit the four ghosts again. Once you've unlocked the chest, you can return to the ghosts and they will give you another set of numbers — so that you can receive another item. Each time the number of allotted attempts is reduced by two. Up to six bonus items can be acquired in this manner. (Panic Guard — 10 tries, Stun Guard — 9 tries, Magic Ego Bell — 5 tries, Talisman — 3 tries, Ultimate Wargod — 2 tries, 100G — 2 tries)

GET THE KEY OF THE PHANTOM SHIP

Once you've had your fill of item-getting, go back to the Captain's quarters. There's a painting there — the person in the picture looks very familiar. The ghost captain will speak to you from his chair. He speaks of the Black Monster. The Captain asks you to help put everyone to rest. Their souls continue to walk the ship. Take the loot in the chests, then inspect the center area with the shiny object — there, you will acquire the Key of the Phantom Ship.

Leave this area. Outside on the deck, some ghost knights will attempt to protect the Princess Louvia (who's that?). Return back to the locked door and enter. Trying to unlock the door to the left will trigger the boss battle with the Ghost Commander.

Boss: Ghost Commander and the Four Knights

BATTLE THE UNDEAD

It's important that you enter this battle with not only full health, but a load of Healing Breezes and Mind Purifiers. Aside from Rose, Kongol is another perfect teammate — his stamina and sheer strength can help in this hard-fought battle. This can easily become one of the most challenging battles in the game (if you don't follow these simple instructions!). The five undead knights not only deal serious attacks and tons of damage, but they won't die unless every other knight is dead... er, re-dead. To remedy this, bring down every enemy (except for the Ghost Commander) to minimum health (around 280 HP). Do not kill them. If you do, these knights will awaken after a couple of rounds and continue their assault! Once all five Knights are "in the red", send everything you've got to the Ghost Commander. When you've dropped his HP down to less than 1/4 (the red zone, about 1600 HP), attack with Dart's Explosion. That should wipe out all six baddies but, if it doesn't, use it until it does!

RETURN TO THE QUEEN FURY

With the battle over, the Ghost Commander can now rest in piece. and the ship will begin to sink. Get off the ship as soon as possible. Head for the Queen Fury. All make it to the ship okay, except for Dart and Rose. The duo falls in the ocean. The screen fades to black. When the action returns, you'll find Rose and an unconscious Dart in a cave. Rose remembers someone named Zieg — Dart reminds her very much of Zieg. Sit back and get ready for a real treat — the best movie thus far is about to play. You'll learn a lot about the Dragon Campaign. It appears that Rose was alive back then; She fought in that battle. Many Dragoons died in that war. One of them was quite dear to her, Zieg.

LIDIERA

ITEMS	STARDUST LOCATION
Healing Rain	• Talkative woman's home: bottom right room
Healing Fog	

FIND THE CAVE

When the cinema ends, the morning breaks. A boy named Peter and his dog find Rose and Dart. He welcomes them to the small town. Peter's mom is in need of medical attention, but she cannot go to Fueno, the closest city with a hospital. Dart offers to take Peter and his mom through the dangerous cave to Fueno. Leave Lidiela and go through the cave. There is nothing of interest just yet — maybe a few battles. Exit the cave and go to Fueno.

FUENO

WEAPON SHOP		ITEM SHOP		STARDUST LOCATION
Falchion	250	Healing Potion	10	• Inn: under stairs
Bemusing Arrow	250	Healing Breeze	50	• Healing house: by painting
Morning Star	250	Sun Rhapsody	50	
Plate mail	200	Angel's Prayer	30	
Sparkle Dress	200	Mind Purifier	20	
Knight Helm	150	Charm Potion	4	
		Burn Out	10	
		Gushing Magma	20	

BUY ITEMS AND WEAPONS

Fueno is another small city. Peter and his mom will be eternally grateful for your help. Peter will, nonetheless, tease Rose about what he saw the first night. She doesn't take too well to this. Go around the city and buy any items or weapons that you may need.

SPEAK WITH THE QUEEN FURY'S SECOND MATE

Go to the dock. The Queen Fury is there. Speak with the second mate; You're told that everyone has made it safely to town and is staying at the hotel.

GO TO THE HOTEL

Go back towards the hotel. You'll run into Meru, quite literally. When you enter the hotel, you'll meet everyone except for Shana. She's in her room praying for you.

SPEAK WITH SHANA

Go upstairs and speak with Shana. While Dart and Shana have a short reunion, Meru, Haschel and the King listen in from outside.

ISLAND OF THE JAILED DRAGON/UNDERSEA CAVERN

ENEMIES	hp
Mermaid	395-414
Flabby Troll	541-592
Sea Piranha	278-300
Glare	310-322
Screw Shell	159-165
Lenus	2825-3002
Regole	2838-3093

ITEMS	
Attack Ball	Spear Frost
Jeweled Crown	Recovery Ball
Gushing Magma	Frozen Jet
	Jeweled Crown

HEAD BACK TO THE QUEEN FURY AND SPEAK WITH PULER

Head back for the Queen Fury and talk with Puler. He'll fill you in on what you need to do next.

GO BACK TO LIDIERA

Leave town, go through the cave and go back to Lidiera.

FIND THE MAYOR

Once there, find the Mayor. He's sitting on the terrace south of Peter's house. He will open the gate to the valve that holds the water within the cave.

OPEN THE VALVE AND HEAD NORTH

Enter the now-opened doorway by hopping from stone to stone. You'll need to get to Peter's house to reach the stones. Open the valve and go back to the cave. You'll notice the tide has cleared — you can go north.

FIND LLOYD AND LENUS

When you arrive at the next part of the cave, take the north most exit to advance deeper. Take the spiral staircase in this next room. Continue north until you find Lloyd and Lenus. Lenus hands her love the Moon Dagger. Lloyd infuriates Dart by telling him that he is the Black Monster. With that said, Lloyd departs — leaving the battle to Lenus.

Boss: Lenus and Regole

BOSS: LENUS AND REGOLE

After that first battle with the Winglies, you'd think that she'd be twice as tough (is that possible?). This once formidable opponent is a pushover in her Dragoon form. You might be tempted to attack the Dragon first, but make Lenus your first target. Use Dart's Final Burst liberally, as it does mass damage. Rose should use her Astral Drain. With proper attack turns and correct guarding, you may not even need to Heal. (After the battle, Lenus uses her last strength to try to kill Dart. Shana saves Dart, then Dart, in turn, blocks the second blade sent their way. After Lenus passes away, Meru will inherit her Dragon Spirit.)

RETURN TO FLETZ 3: THE NEW PRINCESS

STARDUST LOCATION

- Weapon shop: near Crossbow
- Gem shop: by colored gems
- Item shop: upper-middle
- Front of Bar: in box
- Small house below Church: Roof
- Castle: room at base of right tower
- Castle: front hall, statue on right

JEWELRY SHOP

Ruby Ring	1000
Sapphire Pin	1000
Emerald Earring	1000
Platinum Collar	1000

WEAPON SHOP

Shadow Cutter	200
Chain Mail	150
Soft Boots	100
Poison Guard	200
Active Ring	200
Protector	200
Panic Guard	300
Stun Guard	200
Bravery Amulet	300
Magic Ego Ball	300
Power Wrist	200
Knight Shield	200
Wargod Calling	1000

ITEM SHOP

Healing Potion	10
Healing Breeze	50
Sun Rhapsody	50
Angel's Prayer	30
Mind Purifier	20
Body Purifier	10
Trans Light	10
Black Rain	20
Charm Potion	4

ENEMIES

	hp
Lenus	3131-3211

RETURN TO FLETZ VIA THE QUEEN FURY

Go back to the Queen Fury. Speak with Puler. When you're ready, you can set sail for Donau. From Donau, go southward and return to Fletz.

SPEAK WITH THE KING

Enter Fletz and head for the main castle entrance. There, Princess Emille apologizes for all the heartache that Lenus caused. She also names the pregnant woman's unborn baby. If you remember, Lenus had originally insulted the same woman. When the Princess leaves, speak to the guard and enter the castle. Head for the King's Chamber and speak with King Zior. The Moon Dagger wasn't returned, but the king is happy that he has his real daughter and that peace has been restored to his kingdom. The king feels a celebration is in order and dedicates it to his friends. Meru, in particular, is very happy about the "party".

DART AND SHANA CONFESS THEIR LOVE

Upon leaving the King's chamber, everyone in your party will disperse — everyone except for Dart and Shana. The two friends go outside to the terrace. Dart and Shana speak of what has happened and she confesses her love for him. The two never accomplish anything outside, as they are interrupted not once, but twice. First Fester stops by to speak with Dart, then Libria appears to inform the two that the festivities are about to begin.

WANDER THE CASTLE AND FIND YOUR FRIENDS

Now you need to find everyone. Haschel and Meru are causing trouble in the kitchen. Albert is with Princess Emille in her room.

Kongol is practicing in the training room...

and Rose is in the guest room.

With the whole party together, go visit Libria in the fitting room. It's located above the training room. Libria wants to get everyone ready for the party, but no one is interesting in getting "dressed up".

LOVE'S FIRST KISS

When the celebration begins, Dart can speak with everyone. But, before he can get anywhere, two ladies stop him in his tracks. Fortunately, Haschel entertains them while Dart slips away. Rose and Shana are to the balcony to the right. Rose will call you there. She'll scold you for making Shana wait all night long. Shana looks very different from her usual self. She's wearing a beautiful evening dress. Here, Dart and Shana are alone. A shooting star flies by and both make a wish. It comes true and ends the chapter on a very good note.

The third chapter in The Legend of Dragoon brings many plot twists and formidable challenges from a multitude of bosses. Among the heavy hitters you'll encounter during chapter 3 are Kamuy, Virage, Grand Jewel, the Divine Dragon, Windigo, and a special "surprise" boss. This chapter will require a similar number of hours as did the last one but, by the time it's over, you'll swear it was TWICE as long!

FURNI: THE WATER CITY

WEAPON SHOP		ITEM SHOP		STARDUST LOCATION
Dancing Dagger	300	Healing Fog	30	• House on right: in barrell
Giganto Helm	200	Sun Rhapsody	50	• Teo's room: behind locked gate, in metal basin
Combat Shoes	150	Angel's Prayer	30	
Destone Amulet	400	Depetrifier	30	
Attack Badge	1000	Thunderbolt	20	
Elude Cloak	300			

FIND TEO: THE LOST BOY

When you arrive in Furni, Rose senses something bad. Head north. Under the supervision of a Knight, a group of mercenaries prepare to find and kill Kamuy, a boy's pet wolf. It seems Kamuy has become violent. Your group will assist in finding the wolf and the lost boy. After the meeting, go to the left.

GET A BOAT LICENSE

Continuing left, head down to the lower left-hand corner of this screen. Speak with the person at the counter. He'll recognize you as the group of famous warriors. He'll loan you a small boat that you can use to go around town.

RIDE THE BOAT

Head north. Go north to the Mayor's house at the next screen. There's no other place to really go just yet. Inside, Dart and company meet the Mayor and his daughter, Fa. It appears that Fa is really close to Teo, Kamuy's master. She hasn't spoken a word since the day she was attacked by the wolf and the same day Teo left town. In the morning, the group of warriors will leave to kill the wolf and bring the boy back. Until then, the Mayor and his daughter prepare dinner.

SHANA'S LULLABY

After dinner, Shana will sing Fa a lullaby. Haschel will catch a portion of this song. The martial arts master will ask Shana where she learned that song. Apparently, Dart taught Shana the lullaby. Haschel is startled because his daughter, Claire, composed that song. Funny thing, Dart's mom (also named Claire...) used to sing the same song to him as a child. Up on the rooftop, Dart and Shana will admire the Moon. Shana has an episode and faints. She is taken downstairs and the next morning she is back to normal. Leave the Mayor's home and exit out to the Evergreen Forest. Take the exit to the right of the Mayor's house.

EVERGREEN FOREST

ENEMIES	hp
Forest Runner	358-368
Flying Rat	235-272
Moss Dresser	295-310
Dark Elf	420-452
Wounded Bear	487-562
Kamuy	3862-4037

ITEMS
Destone Amulet
Body Purifier
Depetrifier

MEET KAMUY THE WOLF

Go north. The forest is full of winding turns. See the boy near the central area? That's Teo — go speak with him. However, before you can even get close, Dart meets the wolf known as Kamuy. None of the hunters, including yourself, will be able to stop the beast. Both the boy and the wolf escape.

FOLLOW TEO

Take the left exit and follow the next portion of the forest to the north exit. Be sure not to venture south! In the north part of the forest, Dart confronts Teo and Kamuy. The rest of the hunting party arrives just in time to watch you battle the giant wolf.

Boss: Kamuy

BATTLE KAMUY

Don't let this wolf's unassuming appearance fool you. He's as powerful as any other boss (he's also optional — you don't HAVE to kill him). His single-party attacks deal some good damage and he has a couple of magical attacks that do damage to each person. Keep your HP high, as it's not uncommon for the rapid wolf to sneak in multiple attacks. Kongol is a great ally in the battle; His strength and stamina are invaluable. Like any boss battle, use Dragoon mode immediately. Albert's first order of business should be the Rose Storm. This will reduce any damage taken for three turns. When it wears off, use it again. Equip the most powerful Additions — not the newest ones.

A NEW AND IMPROVED KAMUY

The young boy morns the loss of his faithful pet. Shana will restore Kamuy to his former loveable self by using her Dragoon Spirit. The Resident Knight will agree that Kamuy poses no threat now and that the boy and his wolf can return to Furni. You can either go back to town and collect your 500G reward or continue south. Go to the part of the forest that we previously warned you about.

ROSE AND MERU LEAVE

Walking down the bluff, Rose makes her temporary exit. She says that she has "errands to run". Rose is a mysterious woman and remains so. Meru, on the other hand, attempts to sneak away. Our platinum haired-beauty has to see her family. That's no problem, and everyone agrees that she should have just said so. You'll rendezvous with the two ladies later on.

DENINGRAD

ITEMS

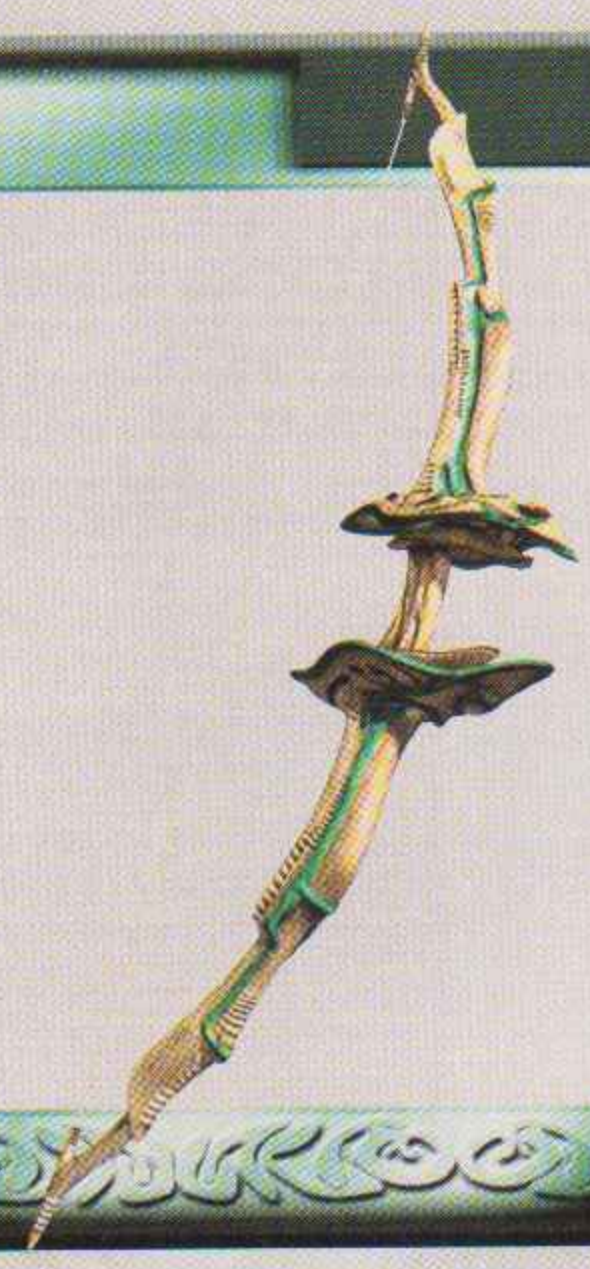
Holy Ankh	

ITEM SHOP

Healing Fog	30
Healing Breeze	50
Sun Rhapsody	50
Angel's Prayer	30
Depetrifier	30
Mind Purifier	20
Body Purifier	10
Spark Net	10
Thunderbolt	20
Charm Potion	4

WEAPON SHOP

Tomahawk	300
Spear of Terror	300
Diamond Claw	300
Breast Plate	250
Master's Vest	250
Soul Headband	200
Jeweled Crown	200
Stardust Boots	150
Protector	200
Bravery Amulet	300
Destone Amulet	400
Armor of Legend	10000



SPEAK WITH THE HIGH PRIEST

Your first objective in Deningrad should be to visit the temple. Speak with the high priest — he will tell a tale of Soa's Divine Tree. When he has told you everything he can, speak with the other man — he is the librarian, Ute. He's a snobby sort, but he'll open the Library for you.

GO TO THE LIBRARY

You'll find the library at the west part of the city. There's a lot to learn inside. If you want to learn more, speak with each person in your party. Only then will Ute tell you more about what's been going on. He explains that Lloyd was here looking for the same information. Ute also remembers the Black Monster and Neet — he is surprised that Dart is the second survivor of that horrible day.

ROSE VISITS NEET

Odd to find Rose in Neet. Rose meets Sister Luanna at the end of town. It appears Luanna is the other survivor of the day of the Black Monster. Luanna is visiting her parents — they weren't as fortunate as the sister. A sequence will show exactly what happened. It appears that Luanna survived on that day because she is blind. Anyone that didn't see what happened needn't die. Back at present time, Rose and Luanna will go to Deningrad together.

MERU: THE WINGLY

Before Rose meets Dart and the crew, it's back to Meru. It seems Meru has entered the secret location of the remaining Winglies. Even more shocking is the fact that she is a Wingly herself! While her "fiance" welcomes her back with open arms, the rest of the townsfolk aren't as forgiving. She left of her own will and that is apparently against the Winglies commandments. She is no longer welcome here and is told to leave and never return. Even her father and mother do not acknowledge her.

THE DIVINE DRAGON BREAKS FREE

It appears everyone's worst fear has become a reality. The Divine Dragon has broken free from the chains that bound him and he escapes. Back in Deningrad, head towards the city exit. There, you will meet Rose and Sister Luanna. Our Wingly friend, Meru, will meet you shortly thereafter.

MEET QUEEN THERESA

Go to the castle; There, Luanna will introduce you to Queen Theresa. In the Queen's chamber, everyone will share the knowledge of the Divine Dragon. Only two weapons can stop the King of Dragons — the Dragon Buster (which is in Lloyd's possession) and the Dragon Block Staff. Both weapons are weapons of the Winglies. Rose doesn't know who Meru is yet, but they do suspect something. After some convincing, it appears that Meru will show the humans the location of the Forest of the Winglies.

MIRANDA: THE WHITE DRAGOON

Better grab Shana before you leave. She went into the room to the left (your right) of the throne room. She is captivated by some unknown object.(Dart can't even snap her out of the funk.) When things couldn't get any more tense, Shana's Dragoon Spirit leaves her and accepts Miranda as its new master. Shana faints; She will awaken just in time to see you all leave. She asks Miranda to "take care of the rest". All Shana's existing statistics become Miranda's. Before leaving the city, pick up as many Healing Potions, Angel's Prayers and Sun Rhapsody's as you can carry.

RETURN TO EVERGREEN FOREST/WINGLY FOREST

ENEMIES	hp
Forest Runner	358-368
Flying Rat	235-272
Moss Dresser	295-310
Dark Elf	420-452
Wounded Bear	487-562
Kamuy	3862-4037

ITEMS
Darkness Stone

ITEM SHOP	
Healing Fog	30
Sun Rhapsody	50
Healing Breeze	50
Angel's Prayer	30
Mind Purifier	20
Body Purifier	10
Dark Mist	10
Black Rain	20

WEAPON SHOP	
War Hammer	300
Magical Ring	600
Spiritual Ring	600
Spirit Cloak	300

STARDUST LOCATION
- Garaha's room: back right corner

OPEN THE SECRET DOOR

Return to the Evergreen forest. Go to the location where you first met Teo. There's an exit in the north-most part of this screen, go there. Meru will use her magic to open a secret door at the dead-end ahead. She will also reveal herself to be a Wingly.

MEET THE WINGLIES

Generally speaking, humans aren't welcome in this haven for Winglies. Nonetheless, Ancestor Blano wants to speak with you. Use the teleporter at the bottom right of the screen. Speak with the lone Wingly in the next part of the forest. He will lift you to a higher part of the city. Once inside the tree, you can use the teleporters near the central part of this room (located on the right side), or you can speak with Meru's parents first. They're at the far left room. Once you're ready, go to the transporters. Take the teleporter up.

MEET THE ELDER BARDEL

The left transporter will take you back down to ground level. Take the right teleport pod up. Proceed until the Elder Bardel brother confronts you. He will speak about his sister — it seems humans killed her. He therefore feels that all humans are bad. He attempts to strike Dart, but Dart counters with his Dragoon Spirit. When you've exited this room, speak with the Wingly outside — he will take you deeper into the forest. Ancestor Blano is waiting for you in the next room. He wants to help and will show you the way to what remains of a place known as the Forbidden Land.

THE FORBIDDEN LAND

ENEMIES	hp
Puck	299-312
Spinninghead	382-410
Gnome	244-260
Toad Stool	69-150
Virage	6000-7000
Fairy	109-336
Grand Jewel	4338-4564

ITEMS
- Mind Purifier
- Healing Rain
- Spectral Flash
- Dragon Block Staff

ENTER THE RUINS AND FIND MERU'S DANCER'S SHOES

These ruins once were populated by the Winglies, now there's nothing here. Head north until you enter the ruins. Take the path north of your location — it'll wind around but will continue to lead you further north. Take the lone teleporter. Take the next two teleports and go through the door above you. The next room has two potential exits. The teleporter to the top left leads to Meru's Dancer's Shoes. Grab those, return here and go to the exit on the right. Use the teleporter once you've exited the building again. Go to the left at the next walkway and use yet another teleporter. Take the entrance back inside and use the teleporter right in front of you. Continue to advance through teleport pods until you reach the door on the right of this area — go through it. You'll be in the heart of the coliseum now. Zig-zag your way to the top and out of this area.

FIND THE FORK IN THE ROAD

The area you appear in has two exits, one save point and a health pod. Both exits lead to the same place — each in a different manner. FYI; This is a great place to beef up your characters, thanks to the health pod at the bottom of the screen. North leads to the Virage and west leads to the Seal.

THE PATH TO VIRAGE

The next room has six monument-looking structures. If you want to advance, you'll need to activate each one in a specific order. These structures will change from a green light to a blue light when you have stepped on the proper one. From left to right, number each structure 1 through 6 and activate them in this order: 6, 1, 3, 4, 5, 2. A seventh structure will appear that has a teleport that will take you to the Virage.

Boss: Virage

BATTLE VIRAGE

This Virage is basically impossible to defeat. After 10 rounds, it will die but, before dying, it will attack with the massive beam attack it used in the Dragoon Campaign movie we saw when Rose and Dart fell off of the Ghost Ship. Before the battle, it's a really good idea to replace and use any character that may need a boost in statistics. I hope you have a load of Healing Breezes and Angel's Prayers, because this Virage may be almost dead — but it still definitely possesses some awesome powers. When it dies, your party can exit to the right. Go down the spiral and enter the door.

THE PATH TO THE SEAL

If you chose not to fight the Virage, you'll have a different nuisance to deal with — although, admittedly, much easier. Take the teleporter on the right. Then, head north to a room with some robots. You need to eliminate the barrier that blocks the door. To do this, you must destroy five circular panels in this room. Keep moving from panel to panel. And, don't walk, run — otherwise, you'll battle the drones following Dart around. No battles will occur if no contact with the robots is made. A robot will be destroyed each time you destroy a panel. Use the moving platforms in the following room to acquire a Power Up and Mind Crush. Exit using the door to the right. Go up the spiral and enter the door in the center.

GET THE DRAGON BLOCK STAFF

Inside this small room, you will find the Dragon Block Staff. Miranda wonders if this Staff is powerful enough to defeat the Divine Dragon. Rose reiterates how powerful the staff is. After some talk, Meru flies up to get it. The ceiling comes crashing down when the Wingly grabs the Staff. Time to fight the Grand Jewel!

Boss: Grand Jewel

BATTLE GRAND JEWEL

Boy, are you in for a battle here! You can't use Dragoon transformation — well, not to the extent you have before. The Grand Jewel will use the Dragon Block Staff if you turn into a Dragoon for more than one turn. If the Jewel attacks while you're in Dragoon mode, you're almost certainly dead — as your stats will be greatly decreased. The best strategy (and you'll find this will work later on) is to use Dragoon transformation whenever you're at level 1. This way, Dart can attack or Albert can perform his Rose Storm and you won't suffer. The worst that will happen is that the Grand Jewel will set up the Dragon Block. Wait until it wears off to re-transform. The Jewel's most devastating attack is the Spectral Flash — this pretty attack nails all three party members for large doses of damage. The Dragon Block Staff will be well-earned after this hard-fought battle. Exit to the right after the battle. Exit the Barren Lands and head back to the Crystal Palace.

RETURN TO DENINGRAD

ITEM SHOP		WEAPON SHOP	
Healing Fog	30	Tomahawk	300
Healing Breeze	50	Spear of Terror	300
Sun Rhapsody	50	Diamond Claw	300
Angel's Prayer	30	Breast Plate	250
Depetrifier	30	Master's Vest	250
Mind Purifier	20	Soul Headband	200
Body Purifier	10	Jeweled Crown	200
Spark Net	10	Stardust Boots	150
Thunderbolt	20	Protector	200
Charm Potion	4	Bravery Amulet	300
		Destone Amulet	400
		Armor of Legend	10000

STARDUST LOCATION

- 2nd floor of Inn: under white ball
- Left side of mat: by items shop
- Right side of mat: by items shop
- Near entrance to Chamber of the Seal

ANCESTOR BLANO AND THE TELEPORT

Ancestor Blano will try and teleport you back to Deningrad. He doesn't have enough power left in him to do so. Meru's parents come and help with the magic spell.

THE DESTRUCTION OF DENINGRAD

The King of Dragons wipes the city of Deningrad clean with his Cannon attacks. You're too late to save the Palace, but fortunately no one has died. And, yet again, Shana's mysterious power saved her and the Queen.

THE PATH TO THE MOUNTAIN OF THE MORTAL DRAGON

The only way to stop the Dragon is to confront him. It's time to travel to The Mountain of the Mortal Dragon. Go back to the Evergreen Forest. Inside the forest, find the guard at the west-most part. He'll let you pass.

MOUNTAIN OF THE MORTAL DRAGON

ENEMIES	hp
Mega Sea Dragon	169-191
Deadly Spider	301-332
Wyvern	533-557
Beastie Dragon	292-350
Divine Dragon	4950-5050
Baby Dragon	239-259

ITEMS
Attack Ball
Healing Breeze
Mind Purifier
Giganto Armor
Body Purifier
Dragon Shield
Total Vanishing
Dragon Helm

HEAD TO THE MOUNTAIN AND GATHER THE GOODS

The Mountain isn't too big, just very confusing — the same corridor graphic is used for various locations. Head north to the second area. There's a chest to the left with an Attack Ball. Continue north. When the path splits in two, take the left branch and continue north at the next screen. There are three possible ways to travel at the next screen. The south most passageway leads to Giganto Armor for Kongol. The exit above the one you enter from leads you to a Healing Breeze. Take the northern exit to continue to the Dragon. Go south at the next screen (the same corridor you've seen before). Check the chest just outside the exit at the next screen. There's a Dragon Helm for Dart. Walk around the spiral and continue north. Continue north until you arrive at a Save Point. There's a Total Vanishing in this same screen. Leave this area and, once again, go north. There's a Mind Purifier at the next screen, beyond that is Lloyd and the Divine Dragon.

LLOYD LETS YOU BATTLE THE DRAGON

You arrive to find Lloyd battling the monstrous Dragon. He exits and leaves you to fight the Dragon.

Boss: Divine Dragon

BATTLE THE DIVINE DRAGON

Dragoon mode is completely useless here (except for Albert's Rose Storm, of course), both the Dragon and Dragoons' power are lessened by Dart's Dragon Block Staff. This battle is all about brute strength and good timing — hope you've mastered your Additions! Use Rose for the third member. She provides a good balance, of magic, defense and offense. The Divine Dragon is composed of three parts: itself, the Divine Cannon and the Divine Ball. The pace of this battle slows down as you eliminate each of the Divine Dragon's attacks. But this, nonetheless, won't be a short battle. Send everything you've got to the Divine Cannon. When the Cannon is gone, concentrate all your efforts on the Ball. The Divine Dragon has 5,000 HP and, with the relatively small amount of damage you're causing, this battle will take a LONG time! When all is said and done, Dart will charge in for the final blow when the Dragon is nearly dead.

LLOYD (AGAIN) TAKES HIS LEAVE

LLoyd takes the Dragoon Spirit and leaves yet again. If Lloyd became a Dragoon, he'd be unstoppable. Follow him, going back the way you came. Dart will catch up to Lloyd, but the Wingly will attack Rose and Dart with a fireball before leaving. The two dragoons fall down below. Rose hits her head pretty badly and mutters some nonsense about the Black Monster, the Moon Child and a Virage Embryo. The game will fade into a flashback of Neet, the night of the Black Monster. Hmmm — Dart's mom sure looks like... Back to present day, Meru will fly down and bring both of you back up.

MIRANDA SPEAKS OF THE MOON MIRROR

At long last, Miranda will speak about Mille Seseau's Moon artifact, the Moon Mirror. It seems that the Moon Mirror is in the possession of the Queen. This is not good, as that could make Queen Theresa Lloyd's next target. It's back to Deningrad with you!

LLOYD (AGAIN) SAVES WINK

Before you arrive at the Crystal Palace, the game will show Wink walking down the same path where Rose and Meru first left the party. The Younger Bardel brother attacks her and her guards, but she is saved yet again by Lloyd. The greater Wingly annihilates the impetuous Bardel, but sustains an injury. Wink wants to help him and take him to Denningrad.

RETURN TO DENINGRAD 2

ITEM SHOP

Healing Fog	30
Healing Breeze	50
Sun Rhapsody	50
Angel's Prayer	30
Depetrifier	30
Mind Purifier	20
Body Purifier	10
Spark Net	10
Thunderbolt	20
Charm Potion	4

WEAPON SHOP

Tomahawk	300
Spear of Terror	300
Diamond Claw	300
Breast Plate	250
Master's Vest	250
Soul Headband	200
Jeweled Crown	200
Stardust Boots	150
Protector	200
Bravery Amulet	300
Destone Amulet	400
Armor of Legend	10000

STARDUST LOCATION

- 2nd floor of Inn: under white ball

LLOYD KIDNAPS THE QUEEN

You're too late for Queen Theresa. Lloyd has already kidnapped her. A short flashback recaps what happened when Wink brought Lloyd to the Crystal Palace. With no one to stop him, he took the Queen forcefully to help him get the Moon Mirror. You need to get to Lloyd and the Queen before anything bad happens. Leave the city and set your sights on Kashua. Exit the city, there will be another path that leads to the Glaciers.

KASHUA GLACIER

ITEMS
Thunderbolt
Heat Blade
Heavy Mace
Gushing Magma
Phoenix Plume
Dancing Ray
Meteor Fall
Fatal Blizzard
Brass Knuckle
Black Rain
Rave Twister
Spirit Ring
Mage Ring

ITEM SHOP	
Healing Fog	30
Healing Breeze	50
Sun Rhapsody	50
Angel's Prayer	50
Body Purifier	10
Charm Potion	4

WEAPON SHOP	
Mind Crush	350
Battle Axe	350
Flamberge	350
Virulent Arrow	350
Saint Armor	300
Robe	300
Guard Blade	1000

ENEMIES	hp
Freeze Knight	352-371
Icicle Ball	154-168
Land Skater	294-334
Rocky Turtle	558-572
Windigo	10000
Snow Cannon	391-444
Mammoth	1220-1350
Lloyd	6300-6900

HEAD TO KASHUA GLACIER

Miranda will speak of the Queen when you first enter Kashua. Queen Theresa isn't Miranda's birth mother, but she loves her as if she were. The exit to the next area is at the top left. Take the path northeast of the sign — this leads to Windigo. The top left path is inaccessible as of yet — Miranda won't let you through. Two merchant brothers sell goods here. Grab any items you may be running low on. Dart will need to slide up and down the stalactites to reach the next area. There are a couple of items here, but nothing of real interest. Once all the way down, the exit to Windigo is at the bottom right. Enter the next screen to battle against the boss.

Boss: Windigo

BATTLE WINDIGO

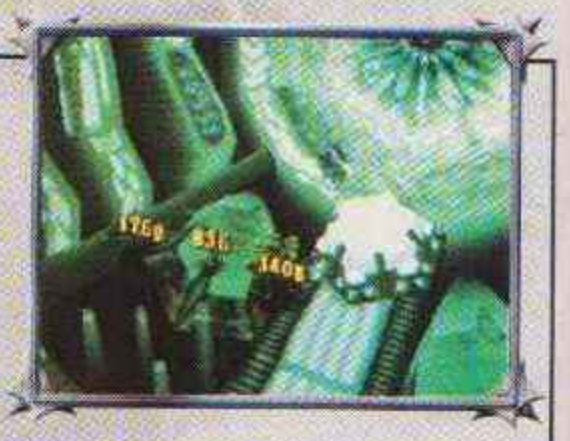
Windigo has a couple of attacks to watch out for — he also has a ton of HP. Have Dart transform into a Dragoon as soon as the battle begins. Use the Final Burst and have Kongol or Albert juice his MP back up with Sun Rhapsody. If you work your cards right and Dart is a Level 4 Dragoon, you can take out close to 5,000 HP from Windigo before he knows what hit him. When and if Windigo captures a party member, do not attack Windigo — you'll harm your friend as well. Instead, attack the two ice cannons that appear. When they've been destroyed, the ice monster will throw your friend back at you. When and if Dart rebuilds his max Dragoon level, only two Final Bursts (maybe a third) should be necessary.

FIND LLOYD AND THE QUEEN

Exit at the top right of this screen after the battle. The next screen has a chest on the left hand side with a Rave Twister. Go through the door at the top. Use the left green teleport at the next screen. When you materialize, you will be in a room with five different green spheres. You will be on the furthest left sphere. Take the first teleport to your right (4 O'clock on the sphere) to move into the bottom right sphere. Take the far right teleport (2 O'Clock) in this sphere. Dart will appear in a room with a chest and a teleport door to the left. Take the teleport door. You'll find yourself in yet another green sphere. Take the only other exit. When you re-appear at the sphere at the bottom left, take the teleport to the left (11 O'Clock). Use the Save point in the next room and enter the door ahead. There, you will find Lloyd and Queen Theresa.

Boss: Lloyd

BATTLE LLOYD



Lloyd is a serious brute; You're lucky the Dragoon Spirit doesn't recognize him as its master. Lloyd's magic can kill with one hit and he can even kill Dragoons with one hit. With that said, only turn into a Dragoon if you've, A) got a Talisman equipped or, B) plan to use one level. Ideal teammates for this battle are Kongol and Albert — both warriors do as much damage, if not more, than Dart. This battle will take a lot out of you, because his hits are powerful and the Wingly can avoid many attacks. Healing Breezes work better than Healing Fog here — they'll save you two turns. Like before, Albert's Rose Storm is invaluable against Lloyd's very powerful attacks. Don't be surprised if only two party members are attacking while the third constantly heals everyone. Dart, Albert and Kongol, in particular, do well in this battle. Dart should stick to his Additions, Albert — to Rose Storm, then attacking, and Kongol — use the Power Up item on him, then have him attack. He'll get nearly 1000HP worth of damage, with a complete Addition. Oddly enough, this battle seems easier if you let Dart and Albert get knocked out, then use Kongol as your one and only attack. Lloyd seems to let up if you do this.

WINK SAVES LLOYD

After the battle, Dart will strike at Lloyd. Beaten, Lloyd manages to evade Dart with what strength he has left. Sister Wink appears out of nowhere. And, when Dart is about to strike at Lloyd, yet again Wink takes the blow for Lloyd. She feels that she owes Lloyd a lot since he saved her twice — it seems she may have feelings for him as well. Diaz is doing his own dirty work now. Shana has been taken. You must go to meet Diaz.

SNOWFIELD/FORT MAGRAD

ENEMIES	hp
Windy Weasel	258-310
Bowling	392-414
Wildman	662-762
White Ape	428-505
Mr. Bone	445-459
Polter Armor — Sword	3500
Polter Armor — Helmet	2500
Polter Armor — Armor	3400

ITEMS
- Attack Ball
- Burn Out
- Burning Wave
- Gushing Magma
- Midnight Terror
- Stunning Hammer
- Poison Needle
- Soul Eater
- Smoke Ball
- Armor of Yore
- Panic Bell

HEAD THROUGH THE FIELD OF SNOW

Exit the way you came from. Remember that exit that Miranda wouldn't let you pass through before? Now you can and it'll take you to the Snowfield. Go west until you can enter the Snowfield. Entering the snowfield, you'll notice the powerful blizzard. It prevents any progress. Lloyd suggests you take haven in a cave. Inside the warmth of the cave, Lloyd tells even more of the plot to create a new world. After the conversation, it'll be okay to trek in the snow.

SLIDE DOWN THE SLOPE

Before exiting to Vellweb, you may want to consider reading the sign near the exit. This sign leads to a small area with a couple of treasure chests. At the bottom of the next area is the ruins of Magrad. There are two ways to slide down the mountain — from the left side of the sign or the right side. Jump down to the left of the sign, If you'd like to obtain the left chest. When the exclamations appear, press the X button the first, third and fourth time. Climb back up and try again if you'd like the other chest — you'll have to begin to the right of the sign. When the exclamations begin to appear yet again, press the X button on the second and fourth times.

ROSE FINDS A CLUE TO THE PAST

After your slip and slide down the mountain, your group will wind up near the entrance to Magrad. A large stone tablet has Wingly script on it. The writing is too archaic for Meru to read. Not only is there Wingly script on the tablet, but also Giganto and even human writing. Neither Kongol nor Dart can read what it says. Not surprisingly, Rose can decipher the writing.

GO THROUGH THE RUINS OF MAGRAD

Venturing through the ruins of Magrad is completely unnecessary, but you will gain two very important items if you defeat the "boss" of this area. There's not much in terms of different paths. Just continue westward until you find the stage were Diaz once gave a speech to his soldiers. Here, you will fight the souls of warriors.

Boss: Polter Armor

BATTLE POLTER ARMOR

The Polter Armor is the remains of the souls of dead soliders. While this battle is totally unnecessary, you do earn the most valuable item in the game, the Smoke Ball. The Smoke Ball allows you to escape any non-boss battle. It's supply is infinite. You'll also get the Soul Eater for Dart. The Polter Armor consists of the Helm, Armor and Sword. Like any boss, Polter can attack multiple targets at once.Do away with the Sword right away, because that's the most dangerous. With that out of the way, the Helm and actual Armor will pose no real threat. The Polter Armor doesn't have any real method of stopping Dragoons, so give it whatever you've got.

VELLWEB

ITEM SHOP	
Healing Fog	30
Healing Breeze	50
Sun Rhapsody	50
Angel's Prayer	50
Mind Purifier	20
Body Purifier	10
Charm Potion	4

WEAPON SHOP	
Partisan	400
Heavy Mace	400
Giganto Armor	400
Energy Girdle	300
Giganto Ring	1000

ITEMS
Attack Ball
Rose's Hairband
Spirit Potion

ENEMIES	hp
Succubus	425-455
Spring Hitter	388-428
Maximum Volt	547-584
Terminator	432-445
Witch	324-395
Syuveil	10000
Damia	9000
Belzac	16000
Kanzas	12000

GO THROUGH VELLWEB

There's nothing in Vellweb, but ruins of a once beautiful city. Continue forward. Rose knows much of the old world and she'll tell you of the tower that could destroy flying cities and fortresses. Two merchant brothers sell items and weapons. Take advantage — pick up any necessary goods, like Healing Fog or Healing Breeze.

SPEAK WITH SHIRLEY

As you're going towards the left exit, Shirley will appear. She cannot leave until the souls of the four Dragoons that died in the Campaign are set free. Now ISN'T the time to locate the Dragoons, come back here later. Exit to the bottom left.

HEAD TO THE THRONE ROOM

When next you appear, you'll be in a circular room with four exits. Take the second exit to grab an item for Rose, then take the third exit to meet Emperor Diaz.

A CONFRONTATION WITH EMPORER DIAZ

Shana lies in the Throne room. Lloyd will give Diaz the Moon artifacts and tell the Emperor to let Shana down. He does so. Now that Diaz has everything he needs, he can reveal his true intentions. He wants the destruction of the current world to bring forth a new one. Lloyd feels like a fool — he's been lead-on this whole time. It turns out Lloyd isn't as bad as we thought. It also turns out that the person posing as Emperor Diaz isn't who we thought.

EMPORER ZIEG?!

Diaz is none other than Zieg, Dart's father and Rose's long lost love. He's not the man he used to be. He lives to complete Soa's wish of a perfect world. This requires that the 108th race wipe out the other 107. With this done, the new world can begin.

THE BLACK MONSTER AND THE MOON CHILD

The Winglies were aware of this and attempted to stop their own destruction by separating the body from the soul. This granted the airborne race magical powers. It also brought forth the coming of the Black Monster.The humans, coupled with the power of the Dragons, brought the Winglies' reign to an end. In fact, Zieg delivered the killing blow to the Emperor. But, Zieg was turned to stone by one last spell. Over time, the spell's power weakened and he was set free. Zieg reveals the true secret of the Black Monster. Rose is the Black Monster. She did this to stop the children of the Moon. But she failed; Although she killed Princess Luvia, the princess had a twin — Shana is her twin! Now, remember the four Dragoons we mentioned earlier? Now, IS the time to free them and collect the four DS Stones.

DEATH FRONTIER

ENEMIES	hp
Cactus	260-331
Canbria Dayfly	466-526
Sandworm	1394-1500
Scorpion	278-280
Spiky Beetle	471-536

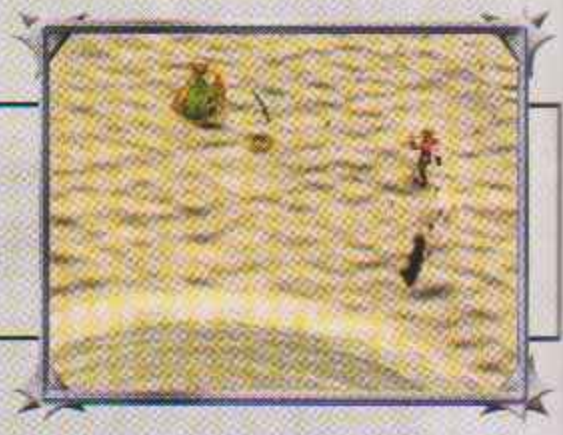
ITEMS
Healing Fog
Bandit's Shoes
Sun Rhapsody
Healing Potion

FIND THE SAVE POINT

Chapter 4 begins in a barren desert land. Your next goal is the find the Wingly city. There's a Save point in this screen. Go to the south from here.

MOVE THROUGH THE DESERT

This area is full of quicksand and enemies. Move carefully, proceeding south. Any battles that take place here are all contact-based. Just stay away from the sand worms and wandering flies. The lower left portion of this area has a screen that leads you forward.



FALL THROUGH THE SAND POOLS

Falling in these massive sand pools won't harm you at all. Below the ground floor is a small area with various chests. Fall in each sand pool, collecting the items as you go. If you feel you don't need to, simply move on.

ROSE AND MIRANDA FIGHT

Everyone is under a lot of stress. The ladies are no different. Rose and Miranda get into a small argument, ending with a slap to the face from Miranda to Rose.

FIND THE HIDDEN CITY OF THE WINGLIES

Rose will open the hidden city of the Winglies. Her Choker has magical powers and will show the location of the invisible city.

ULARA

ITEM SHOP	
Healing Fog	30
Healing Breeze	50
Sun Rhapsody	50
Angel's Prayer	30
Charm Potion	4
Panic Bell	20
Stunning Hammer	20
Poison Needle	20
Midnight Terror	20
Attack Ball	100
Recovery Ball	100

WEAPON SHOP	
Fairy Sword	400
Arrow of Force	500
Thunder Fist	450
Magical Greaves	300
Magical Ring	600
Spiritual Ring	600
Elude Cloak	300
Spirit Cloak	300
Sage's Cloak	600

ITEMS

Sun Rhapsody
Moon Serenade

STARDUST LOCATION

- In the Rose Garden
- Near the Weapon Shop
- In the Piranha flower bed

TAKE THE TELEPORT TO ULARA

The teleport at the center of the screen must be used to get to Ulara. That's your only way in and your only way out.

TALK TO CARON

A Wingly named Caron will greet Dart. Caron seems to somehow know Rose and she considers Rose a friend. Your group needs to find Charle. Caron tells you to find the ancient Wingly — she is somewhere in the city. Go to the next screen.

SEARCH THE THREE BRANCHES

There are three branches in the next screen. The lower right leads to a bar that hasn't opened yet (who drinks before 9pm?), the top left leads to a weapon shop. But, before you get to the weapons shop, a sequence between Miranda and Dart will play through. He misses Shana.

LISTEN TO THE STORY OF MELBU FRAHMA

Exit back to the area with four exits. Take the top right exit this time. Two Winglies wander around near some nasty looking plants. Speak with both people. More importantly, speak with the young, male Wingly. He has a story to tell of Melbu Frahma, the emperor of the Winglies during the Dragon Campaign.

TAKE THE TELEPORTER TO CHARLE'S HOME

When you arrive at the next screen, it may look like a dead end, but it's not. Simply take the teleporter over to Charle's home.

SPEAK TO CHARLE

Charle welcomes you into her home. She greets Rose and asks to be introduced to "Zieggy's" son. This elder Wingly knows much of the Dragon Campaign. You won't be able to leave until you question Charle about every topic she offers to speak of.

Charle will speak of the cities that mold the missing signets. She will name them off to Dart.

DART'S PROMISE TO SHANA

Charle will insist on you staying the night. With your party disbanded, you'll need to find them. They're all in different places in the city. Head out from Charle's home. Dart will yet again think of Shana and promise he will find her.

THE DEATH OF THE BLACK MONSTER

Rose will walk in on Dart and speak with him. Then, the game will fade out back to the Death Frontier. There, Rose and Dart fought it out — Dart defeated her. Yet, he chose not to kill Rose because he felt the Black Monster was already dead.

HAVE A FEW DRINKS AT THE BAR

The rest of the group is at the Bar. Inside, Miranda and Haschel share stories. They will join you after you find them and you'll join them in a drink, too.

THE KING AND KONGOL SPEAK

Go back to the shop at the end of the city. King Albert and Kongol seem to think they need the most powerful weapons for the trip ahead. They may be right!

GET MERU TO JOIN THE PARTY

Near the city's exit, Meru chats with Caron. Meru will not join you unless everyone else is with you as well. It's time for bed.

THE WINGLIES BID YOU GOODBYE

Apparently, the Winglies think very highly of you and have gathered together for a farewell fit for a king. The goodbye is appreciated, but it's time to continue the never ending quest.

HEAD TO FLETZ THROUGH GIGANTOS

You can get to Fletz through the empty city of Gigantos. Kongol will push a massive boulder to the side. Use the recovery point here if you've been injured in battle. That shouldn't be the case if you procured the Smoke Ball.

FROM GIGANTOS CITY, THROUGH THE VALLEY, TO THE BARRENS

Upon exiting Gigantos City, enter the Valley. Trace your steps back to exit the messed up valley. Once you've exited the Valley, go to the Barrens.

VISIT LOHAN AND BUY KONGOL'S DRAGOON SPIRIT

If you haven't done so already, you may want to pay the merchant in Lohan a visit. He will sell you Kongol's Dragoon Spirit for 1000G.

RETURN TO FLETCH AND ENTER THE TWIN CASTLE

Back at the castle, King Zior and Princess Theresa have prepared the Queen Fury. Be sure to purchase any supplies you may be in need of. Go all the way back to Fletch. Once you are there, enter the Twin Castle. King Zior and his two daughters greet you.

BOARD THE QUEEN FURY

The Captain and Kayla will be pleased to see you again. When you're ready, Kayla will let you on board the giant vessel.

ROGUE

ITEM SHOP		WEAPON SHOP		ITEMS
Healing Fog	30	Attack Badge	1000	Amulet
Healing Breeze	50	Guard Badge	1000	Wargod's Calling
Sun Rhapsody	50	Giganto Ring	1000	Satori Vest
Angel's Prayer	30			
Mind Purifier	20			STARDUST LOCATION
Body Purifier	10			• Near box containing 100G
Panic Bell	20			

SAIL TO ROUGE

Sail westward to find Rouge. Any battles that take place on the Queen Fury can be escaped by using the Smoke Ball.

FOLLOW THE MAYOR

The Mayor of Rouge will greet his long lost friend at the gates. Haschel will tell him he has important news. Follow him up to his quarters.

FIND THE WARGOD CALLING RING

Before speaking with the mayor, take the lower right exit. This door leads to a Wargod Calling ring. It endows the bearer with automatic Additionals — give it to Albert.

LEARN OF THE STICK IN THE OCEAN

Rouge must really shut out the world — the Mayor doesn't even know what a Wingly is. After a crash course in world crisis from Haschel, the Mayor understands. He speaks of a "stick" in the ocean.

GET THE FINAL STARDUST

The final Stardust is located in the room just to the left of Martel's house. Once you have it in your possession, go back to see her and you'll be in for quite a treat! For more on what happens next, see the Stardust section in the front of the book!

IN SEARCH OF THE STICK

Take the center exit at the bottom of the Mayor's quarters. Outside, take the ladder down, then continue south. At the next screen with the greenery, go left. When you arrive at yet another screen, head north until a sequence begins. Rose remembers Charle speaking of the Magic City of Aglis.

ASK ROSE THE TOUGH QUESTIONS

In case you missed anything previously, Rose will allow you to ask her questions on 5 different topics. When you're done interrogating her, choose the Quit option.

AGLIS REVEALS ITSELF

As the group leaves, the ground begins to shake violently. The Mayor thinks the sea is splitting, but in actuality the Magical City of Aglis is revealing itself. Quickly head for the boat you arrived in.

AGLIS

ENEMIES	hp
Scud Shark	362-416
Aqua King	639-698
Jelly	626-665
Minotaur	933-977
Stern Fish	826-870
Last Kraken	10000
Cleone	1253-1360

ITEMS	
Burn Out	Sun Rhapsody
Gushing Magma	Healing Fog
Magical Hat	Healing Rain
Moon Serenade	Healing Breeze
Angel's Prayer	Pretty Hammer

RIDE THE TELEPORTERS

Dart will need to open the door to Aglis — simply press the X button. Once inside, the group will discuss the nature of this city. Use the teleporters to reach the next area.

FIND RUFF

Just outside the teleporter in the new area, a small creature appears. While you're not sure what its intent is, he seems to know Rose...hmmm. Exit to the top right.

USE THE TELEPORTERS TO GET GOOD STUFF

Use the teleporters in the next screen to earn a Burn Out and Gushing Magma. Continue past the two bonus items to one of the two exits.

FIND THE MAGICAL HAT AND MOON SERENADE

The top left exit will take you to some other teleports that lead to a Magical Hat and a Moon Serenade. Return to the previous screen.

PROGRESS THROUGH AGLIS

The top right exit will allow you to advance further inside Aglis.

RUFF AND PHEWY TALK OF THE BOMB AND MOOT

Two magical creatures mutter some enigmatic phrases about something called the Psychadelic Bomb and Moot — would could that be? They won't tell you anything more, except that you may be the source of power and to remember your courage.

FIND SPINO

Leaving the two creatures, you arrive in yet another room full of teleporters. The far left teleporter in the group of four will lead you to the exit. The other three teleporters lead you to the Sun Rhapsody. Another creature will greet you near the exit.

TAKE THE TELEPORTERS TO SAVAN

Go through the circular room and on to the next. Take the teleporters in the next room to the exit. It shouldn't be too difficult to get through, as most of the teleporters lead directly to another.

TAKE SAVAN'S TESTS

Whoever this Savan person is, he is ready to meet you. Savan is a Wingly that survived the Dragon Campaign. He is ageless and immortal. He is a good person and wants to stop Zieg from bringing the world to a destructive end. He needs your help, your courage. He will test each person's courage, because his courage isn't enough. Savan will test each Dragoon individually — you must answer correctly to advance. Let Savan know you're ready to take the test. You'll also need to let him know you're ready afterthe end of each test. The test will determine whether you receive the Psychedelic Bomb X, or the regular Psych. Bomb.

USE THE SAVE POINT

Each Dragoon will enter the corresponding pod. Dart will be the last to take the test. Be sure to use the Save Point here. Once again, speak with Savan (as Kongol) to begin the first challenge.

KONGOL'S TEST

Kongol will be confronted first by a "fake" Rose, then by Emperor Doel. Do not strike at Doel. Instead, take his sword to pass the test.

MIRANDA'S TEST

Miranda will be tested by Buckle. When asked why she is here, Miranda should answer "to save the world." When Buckle questions her with yet another riddle, Miranda should answer that she "cannot die yet." She will pass the test.

KING ALBERT'S TEST

Minister Noish will test Albert. He is told that Serdio is under attack from eastern tribes. He asks you to return to the castle. Tell him that you "cannot do that" to pass this test.

MERU'S TEST

Bardel will appear before Meru. He will attack, but Guaraha will block the initial attack. Bardel is disgusted that Meru can live even after his sister's death. Choose the second option ("I cannot die") to pass the test.

HASCHEL'S TEST

When Haschel is reminded of his shortcomings as a father, choose the second option to advance. He could not stop Claire from leaving.

ROSE: SHE DON'T NEED NO STINKIN' TEST

Rose needs no test, she is courageous enough already.

DART'S TEST

Dart has no control over his body in his test. You must choose the first option of saving Shana, no matter what. This is the last test of courage.

THE PATH TO SAVAN

Savan goes ahead to find out if the Dragoons have mustered enough courage for the Psychedelic Bomb (or the Psych. Bomb X). Take the bottom left Exit to find Savan. As confusing as the next area of teleporters may look, don't fret, it all leads to the same place.

COMBINE DRAGOON COURAGE TO CREATE THE BOMB

The courage of the Dragoons is being combined to create the Psychedelic Bomb. The bomb has exceeded the limits because the Dragoons' courage was too strong. Savan's mission is almost complete. Ruff enters to inform Savan that the preparations for Moot are complete.

FOLLOW SAVAN AND SAVE

The Psychedelic Bomb X is a great attack weapon against any enemy. You can use it to bring up your levels, since it has an unlimited supply. The regular Psych. Bomb, on the other hand, can only be used once. Exit to the left and follow Savan. The next area has a chest with 200G and another with Heal Breeze. The exit is located at the bottom right. Use the Save Point in the next screen, then head north.

MEET KRAKEN

Just as Savan explains what will happen and introduces Kraken, the guardian of the Signet, Zieg decides to show his presence. Dart's father is in control of the giant sea creature and he intends to kill the Dragoons, break the signet and destroy the city — all in one fell swoop.

Boss: Last Kraken

BATTLE THE LAST KRAKEN

The Last Kraken is one of those bosses that can either be a cinch or be a pain in the rear. Make sure anyone in the party isn't any lower than level 28. If you enter this battle with the Dragoon Special ready, you can really ruin Kraken's day from the get go. Have Kongol or Albert use the Psychedelic Bomb immediately. You can only use it once this battle, but you'll get it back afterwards. This should do close to 1000HP of damage to the sea creature. Kongol should initiate the Dragoon Special but, before he does, have Dart or Albert use the Power Up item on him (assuming you have one). This will give Kongol a massive boost in attack power (attacks ranging over the 1000HP mark) for three rounds. When it comes to Dart, use his Final Burst. At this point in the game, Dart should have 4 or 5 levels of Dragoon Ability. Each of Dart's Final Bursts should do no less than 800HP of damage. Have Kongol or Albert keep "feeding" him Sun Rhapsodies to regain his MP. You can get Kraken down to half energy with Dart alone. Albert should use Rose Storm to protect everyone. If you run out of magic, the Gushing Magma or Burn Out you picked up near here can do decent damage to the beast. Ignore the two Cleones that Kraken calls forth — they don't do much damage, nor do they attack very often. Keep cracking at Kraken. Any Cleone's that remain after Kraken has been defeated will still need to be destroyed. You'll earn the Pretty Hammer for Meru after the battle.

THE SIGNET IS BROKEN AND THE DEATH OF SAVAN

The surge of power from the Dragoons has started a change reaction. Although the Kraken was unable to attack the Signet, Zieg's goal was accomplished. Before everyone perishes, Savan teleports you to safety. He dies in the explosion. Return to the room were the Dragoons' courage was put to the test.

THE DEATH OF SAVAN'S CREATURES

Buckle and the rest of the magical creatures kept alive by Savan cannot live without their master. It's a sad end to some unique characters. With their last life force, the creatures will open the door that was previously locked.

TAKE THE TELEPORTER TO ZENEBATOS

Return to the entrance and you'll find the door now open. Inside, a teleporter will lead you directly to the Law City of Zenebatos.

ZENEBATOS

ENEMIES	hp
Professor	795-802
Sky Chaser	553-639
Death Purger	529-556
Harpy	584-601
Guillotine	589-593
Kubila	3500
Selebus	3000
Vector	4500

ITEM SHOP	
Healing Fog	30
Sun Rhapsody	50
Healing Breeze	50
Angel's Prayer	30
Depetrifier	30
Mind Purifier	20
Body Purifier	10
Charm Potion	4

WEAPON SHOP	
Great Axe	400
Gladius	400
Red DG Armor	800
Jade DG Armor	800
Dark DG Armor	800
Blue DG Armor	800
Panic Guard	300
Bravery Amulet	300
Destone Amulet	400

ITEMS
Flash Hall
Night Raid
Rainbow Dress
Spectral Flash
Down Burst
Spirit Cloak
Gravity Grabber
Frozen Jet
Burning Wave
Law Production License
Law Launching License

FIND COOLON

Before he died, Savan mentioned something about giving you wings (and we're not talking about Red Bull). Coolon is your "wings". This strange looking creature will instantly take you to any one of the big cities on the map. This might be a good time to go find the "extra" stuff in the game. Namely, Stardust, Faust and the Dead Dragoons.

SPEAK WITH GUIDE LAPTO

At the top of this small area, Guide Lapto (00) will inform you that only Winglies may enter the Signet. For some reason, even Meru isn't recognized — she must not have enough magic. This is good news for you, though, as Dart thinks that Zieg can not get in either.

FIND THE ENTRANCE TO THE LAW FACTORY

Exit to the right and speak with the other Lapto Guide (04). It reaffirms the fact that humans aren't welcome in the Signet. But, you can go to the Law Factory, the Law Launcher or the Legislation Center. For now, let's go to the entrance of the Law Factory and replenish some items and weapons.

GET CAUGHT AT THE LEGISLATION CENTER

Go back towards the Legislation Center by taking the flying disc. The first time through, you want to get caught — you will be thrown into the pokey and Kongol will come to your rescue. Just outside the cell are two chests, one with a Flash Hall and another with 200G. Return to the Legislation Center again.

FIND THE LEGISLATION CENTER COUNSEL

This time, avoid the drones by taking haven on the teleporters — they cannot capture Dart when he's standing on one. Two chests hold different items: one a Burning Wave, another the Frozen Jet. Work your way to the top until you arrive at the Legislation Center Council.

ANSWER THE COUNCIL'S QUESTIONS AND GET YOUR LICENSE

Wait in line, otherwise the counsel will not listen to your request. When asked if this is a bill, say "No". When asked if it is a revision of the law, say "Yes". The article number to be revised is 7, 0, 3. These are the first steps in changing "The law prohibiting non-Winglies from going to the Signet Sphere". Your Law Production License will be issued, but you must first take it to the Law Factory.

HEAD TO THE LAW FACTORY AND SPEAK WITH LAPTO 64

This area is much different than the one before the Legislation Center. Avoid the drones and collect the items in each chest. The first is a Spectral Flash, the second is a Night Raid, and the last one is a Rainbow Dress for Rose. Once again, work your way to the top and speak with the Factory Lapto (64). He'll request the Law Production License.

THE LAW LAUNCHER

The chests in the area hold a Down Burst, Spirit Cloak and a Gravity Grabber. Like before, you'll need to go to the top of the area and speak with another Lapto — Lapto (17), to be exact. From up above, the law will be launched. Return to the area with the first Lapto — the one that wouldn't even acknowledge Meru as a Wingly.

ACCESS THE GREAT COURT SIGNET SPHERE

When you first speak with Lapto (00), the new revision will not have been put into place. In mid-conversation, the law is revised and you are free to proceed. Speak with it again to access the Great Court Signet Sphere.

KUBILA AND THE GUILTY VERDICT

The court is in a stir as the Dragoons enter. They keep muttering the word "guilty". It seems Dart, Rose and everyone else has been charged with treason to Soa. Their fate is death at the hands of Kubila, Vector and Selebus.

Boss: Kubila, Vector and Selebus

BATTLE THE GRUESOME TRIO

This gruesome trio is a serious threat. First, Kubila will take the liberty of attacking multiple times and attack everyone at once. To top it off, his attacks do enormous amounts of damage. Have the Dragoon Special ready for the battle. Kongol or Albert should initiate. If possible, use the Power Up item on Kongol just before he goes into Dragoon mode. Although Kubila has the strongest attacks, you should focus on Selebus first. Why? She HEALS the others as quickly as you attack them! As a Dragoon, Dart should attack with only the Final Burst. Have Albert use the Rose Storm, and have Kongol keep everyone healthy and full of MP. Next up is Kubila. When you hit him for the last time, he will attack with an instant death spell just before he dies. Revive the unlucky party member, then finish off Vector. He poses little to no threat, even with his brute strength.

ZIEG SNAGS THE SIGNET

The Signet is outside, but somebody has already beaten you to it — Zieg. Dart attempts to confront his father, but he's manhandled by Zieg. No time for regrets, it's back to Lapto (00).

RETURN TO THE LEGISALTION CENTER AND REVISE 410

Remember the process to revise a law? Well, you're going to have to do it again, otherwise you won't be able to make it to Mayfil. First, visit the Legislation Center. When asked if you want to make another revision, say "Yes". The article numbers are 4, 1 and 0. When you have your license, go to the Law Factory, then, from there, go to the Law Launcher. When you've accomplished all of this, you can go to Mayfil by using the original teleporter that brought you here in the first place.

MAYFIL

ENEMIES	hp
Dragon Spirit - Feyrbrand	8000
Specter	265-277
Dragon Spirit - Regole	12000
Loner Knight	684-754
Hyper Skeleton	957-1029
Undead	529-594
Dragon Spirit - Divine Dragon	16000-17000
Human Hunter	315-371
Lavitz's Spirit	5000
Zackwell	8000

ITEMS
Active Ring
Poison Guard
Stun Guard
Panic Guard
Protector
Destone Amulet
Bravery Amulet
Magic Ego Bell
Healing Rain
Halberd
Spectral Flash

BEGIN YOUR TREK

Many lost souls reside in Mayfil. Aside from the Signet, there's no reason for Zieg to be here. Rose is in shock; Mayfil was destroyed during the campaign. Enter the room ahead.

FEYRBRAND; THE GREEN TUSKED DRAGON

Even the souls of Dragons remain here. Feyrbrand continues to have an affinity towards its Dragoon Spirit. There is only one way to free it; That is, to beat the dragon anew.

SET FEYRBRAND FREE

Feyrbrand attacks single party members — it has no group attacks. It can cause Fear with one of its attacks. Don't waste your Dragoon power on this battle, Feyrbrand's soul will go down very easily. Keep up with the Additions and this battle shouldn't take long. The Down Burst is your reward after the battle.

FIND REGOLE THE DRAGON

Proceed through the mini-maze of teleporters, until you get to the room with Regole's soul. Like Feyrbrand before him, he doesn't want to go to hell, so you will need to set his soul free.

SET REGOLE FREE

Regole will not be easy to defeat by any means — well, not if you're prepared. Regole can use any attack previously used. His most lethal attack is the Tidal Wave. This attack can do over 1000HP per person. Keep your party members' entire HP high, otherwise you'll pay the price. When he's been defeated again, you'll get a Frozen Jet.

RETURN TO ZENEBATOS AND GET SOME SUPPLIES

It'd be a very wise idea to retreat back to Zenebatos and load up on supplies. The next battle will be the most difficult one yet!

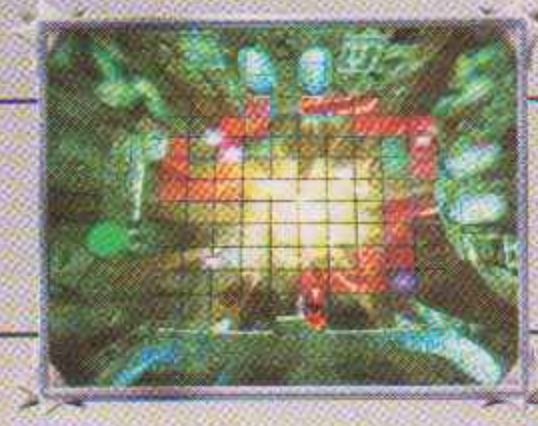
Boss: Divine Dragon

BATTLE THE GHOST OF THE DIVINE DRAGON

This is one battle you had better be ready for. The Ghost of the Divine Dragon is incredibly powerful. We suggest leveling up at least until every fighter you plan to use is at or above level 33. We used Dart, Kongol and Albert. If you haven't already, equip Dart with the Soul Eater, Red DG Armor and the Therapy Ring (to counter attack the effects of the Soul Eater). I hope you have an extra pile of cash because Albert should enter the battle with the Spear of Terror, a Magical Hat, Armor of Yore and the Phantom Shield (this one will cost you...). Kongol needs the Great Axe, a Phoenix Plume, Giganto Armor and an Angel Scarf. Each fighter's legs should be equipped with nothing less than an Iron Kneepiece. Both the Phantom Shield and Angel Scarf can be purchased in Lohan for 10,000 and 5,000G, respectively. Okay, now that you've got the basics down, begin the battle by having whoever goes first initiate the Dragoon Special (no being picky in this fight). If Dart starts it off, attack with the standard issue Final Burst; if it's Kongol, just attack with a Dragoon Additions (very powerful) and, if it's Albert, and we hope it is, use his Rose Storm. It's very crucial that you have Albert concentrate on keeping the party members' HP high. The King should also throw Dart some Sun Rhapsodys to keep the MP high. When he's not doing that, Albert can either attack with the Psychedelic Bomb or use "repeat" items like Power Up or Magic Guard. Be ready for some serious attacks. The Dragon not only attacks with the power of a hundred Dragoons, he also takes consecutive turns. If you've powered up enough and are equipped with the stuff we've mentioned, you should have an even playfield. Grab the Destone Amulet in the chest.

FOLLOW THE RED TILES

Exit the room and head for the next. Here, you'll see white flashes rise from below you. If a flash hits a tile and the flash turns red, you can walk on that tile. We've mapped out which tiles you can walk on. Wasn't that nice of us?



LEVEL-UP WHILE YOU CAN

Dart seems to like the room with the chest and recovery point. This is an ideal location to level-up. Just use the Psychedelic Bomb to annihilate any enemies with one turn. Continue to the left when you're done here.

THE SOULS OF THE BLACK MONSTER

We guess Souls don't easily forget their executioners. The souls that died by the hand of the Black Monster are no different. Rose takes little pity and says she cannot die yet. What does she mean by "yet"?

LAVITZ IS ALIVE!

Use the Save Point in the next room and don't forget to inspect the chest. As you reach the end of the room, Dart is shocked to find Lavitz?!? Somehow, his old friend is alive, but not doing so well. The ex-Dragoon leaves the room — follow him.

TALK TO LAVITZ

Don't attack Lavitz — speak with him.

Boss: Spirit of Lavitz

BATTLE THE SPIRIT OF LAVITZ

Do not attack Lavitz until he turns around. It looks like he has some kind of parasite on his back. Block until he uses Confuse, then unleash all of your fury on him. This "Boss" isn't much of one... not yet, anyway!

GREETINGS TO ZACHWELL

When you've agitated Lavitz's possessor enough, he'll reveal himself. Get ready to fight again — Zachwell is the demon that has possessed Lavitz.

Boss: Zachwell

BATTLE ZACHWELL

Zachwell can be extremely easy if you begin the battle with a Dragoon Special, otherwise this battle can drag on (no pun intended). Your strategy should remain very similar to the one you used against the Divine Dragon's Ghost. Dart's Final Burst doesn't inflict as much damage as it usually does. So, if you're low on MP, stick with his Flameshot — it works well. As has been the case for most of the adventure, Kongol's brute strength can net you over 1000HP attacks, and that's not even when he's a Dragoon. Albert should concentrate on healing the party and attacking with miscellaneous items. The only real attack that you may have to watch out for is the imfamous "Can't Fight", instant death attack. The demon won't use this one very often, but be aware that he does have access to it. Miranda will wreck him with the Silver Dragon (hint, hint). Your reward for this battle is a Healing Rain and a Halberd.

LAVITZ OPENS THE WAY TO SIGNET SPHERE

Lavitz will attack Dart after the battle, but friendship will prevail. The old Lavitz we know and love will beat the demon's evil spell. His time is short but, with his last drop of strength, Lavitz opens the way to the Signet Sphere. Before continuing on, you may want to return to the Save Point and Recovery Point. If you don't, you're really going to regret it. Maybe a trip to the item shop in Zenebatos would be in order — last chance for hidden stuff!

TRAVEL TO THE SIGNET

When you're ready to leave Endiness, stand on the beam and press the X button to be taken to the Signet.

ZIEG DESTROY'S HUMANITY'S LAST HOPE

Dart and company arrive before Zieg. He has not yet broken the final barrier stopping the god of destruction. It doesn't really matter that you're there, because Zieg breaks the Signet and, in the process, destroys humanity's last hope. The earth begins to shake violently.

COOLON COMES TO THE RESCUE

Exit through the door on the left. This would normally be a dead end, a very dead end, but the Wings of Savan, Coolon, comes to the rescue. He will take you away from this place.

A CRASH LANDING

When you ride on Coolon, a movie will play that advances the events further. Coolon is attacked by a Virage. Your flying friend and your party crash near the Divine Tree.

THE DEATH OF COOLON

Coolon gives you the best landing he can; Savan's wings cannot fly any longer. There's no turning back from this point.

THE DIVINE TREE

ENEMIES	hp
Potbelly	506-615
Manticore	955-1003
Mountain Ape	966-1000
Cute Cat	631-690
Slug	1193-1217
Caterpillar	6000
Pupa	2500
Imago	12000

ITEMS
Phoenix Plume
White Silver Dragon's Armor

ROSE AND THE SHINY OBJECTS

Don't plan on getting lost in the Divine Tree, there's only one way to go. Inspect any shiny object along the way and Rose will let you know what they are.

HEAD DEEPER INTO THE TREE

A small caterpillar will continually appear as you go deeper into the tree. The caterpillar will attack when you reach this point — prepare for battle.

Boss: Imago

BATTLE IMAGO

The little caterpillar that's been following you will attack. It fights with physical attacks, but can poison you — so watch out. Don't bother wasting your Dragoon transformation on its first two forms. The last one is the one to attack full-on. The first form's attacks aren't very powerful. When you've dealt enough damage, the caterpillar will retreat to a pupa. Don't attack right away, take advantage and heal yourself by guarding repeatedly. The cocooned caterpillar won't attack at all. When you've healed the party enough, give it all you've got. The third form should be a cinch if you begin with the Dragoon Special. The battle will earn you a Moon Serenade, Sun Rhapsody and a Healing Rain.

ENTER THE MOON ON THE DIVINE TREE

Go left after your encounter with Imago. The group will have a short conversation about the Moon. Enter the Moon to the left. You will be taken to the innards of the moon.

MOON

ENEMIES	hp
Swift Dragon	847-894
Death Rose	2000-2200
Unicorn	1268-1300
Claire	2200-2400
Psyche Druid	1852-2168
Roulette Face	1940-2400
Indora	2500-2900
Triceratops	3127-3250
Michael	1500-2000
Trap Plant	1620-1786
Mad Skull	784-1025
Dark Doel - Shadow Blade	1000
Dark Doel - Light Sword	1000
Dark Doel	1500
Archangel	2800-3000
Super Virage - Arm	3000
Super Virage - Head	10000
Zieg Feld	12000
Melbu Frahma	42000

ITEM SHOP	
Healing Fog	30
Healing Breeze	50
Sun Rhapsody	50
Angel's Prayer	30
Depetrifier	30
Mind Purifier	20
Body Purifier	10
Panic Bell	20
Poison Needle	20

ITEMS

Frozen Jet
Down Burst
Spectral Flash
Flash Hall
Golden Dragon's Armor
Night Raid
Burning Wave
Gravity Grabber
Detonate Arrow

WEAPON SHOP	
Claymore	500
Halberd	500
Basher	500
Destroyer Mace	500
Red DG Armor	800
Jade DG Armor	800
Gold DG Armor	800
Silver DG Armor	800
Dark DG Armor	800
Blue DG Armor	800
Magical Ring	600
Spiritual Ring	600
Attack Badge	1000
Guard Badge	1000
Giganto Ring	1000

A BIRTH

The moon seems to be pulsing. The pulsing becomes more and more powerful. Could this be the birth of destruction? The screen fades to white.

FOLLOW THE PATH TO THE SNOWY MEADOW

When you come-to, you'll realize that you're in an entirely new area. It doesn't look like the moon. It looks more like the ground down below. Follow the path that leads you to a snowy meadow.

MIRANDA DEPARTS

Miranda instantly recognizes this place. It's a forest from her home, Milles Seseau. She has some unfinished business that needs to be taken care of...

THE STORY OF MIRANDA

A flashback will explain exactly why Miranda is as tough as she is. Her mother left her as a child. She's never been able to fully recover from that traumatic blow.

MIRANDA FACE HER DEMONS

The flashback will end and Miranda will return to the present. The rose that lies before her comes to life and attacks!

Boss: The Death Rose

FORGIVE THE DEATH ROSE

This battle is a joke. The Death Rose attacks infrequently and with little power. Just keep shooting at it until you are given the choice of forgiving or not forgiving. Choose "I'll Forgive you." to end the fight.

FOLLOW CLAIRE

There's something wrong with the moon, that's for sure. Why are locations from earth appearing on the moon? After "beating" the Death Rose, your party will come to a building that is unmistakably Serdian. Inside, Haschel will spot a young Claire. When you approach her, she will run away. Follow her out and through the village of Minintos. When Haschel corners the young ninja, she will attack.

Boss: Claire

BATTLE CLAIRE

Claire, surprisingly, has a lot of power behind her attacks. Make sure you bought enough Healing Fogs at the item shop — you'll be needing them. Use the Power Up item immediately — this will give Haschel a bit more attack power for three turns. When his daughter begins to attack with the aid of the god (she'll reduce your HP down to 1), use the Healing Fog right after. Rarely will she attack with this deadly move consecutively, but be ready for anything. Once Claire's been beaten down enough, you'll have the option of awakening your Mind's Eye or asking for forgiveness. Choose the Mind's Eye. This will end the battle.

THE REAL CLAIRE

When the battle is over, young Claire will come-to and forgive her father. Though short-lived, Haschel feels more at peace now.

EXIT THE INN

Exit through the bottom of the Inn. No one is there to stop you.

THE CASTLE OF EMPORER DOEL

Judging from all the events that have been occurring, this appears to be some kind of warp to Serdio 20 years ago. In front of the castle, people speak well of Doel. When you question the guard, he mentions the Emperor has gone to the city of Gigantos. (By the way, the little boy who says he wants to be a knight is Lavitz...)

LEAVE THE CASTLE

Leave the castle area by going down the stairs on the left. This leads to another cave-like area. There is nothing here, so continue forward and Exit at the top left.

MOVE THROUGH THE CLOUDS

Somehow your party is above the clouds, floating and defying the laws of gravity. Once Rose settles your disbeliefs and fears, walk to the north-west most exit. The other is merely a deadend.

MICHAEL CRASHES THE PARTY

Rose's Dragon, Michael, attacks as the group makes it way north. You'll quickly escape through some holes made by Michael's blast, but your party will separate; Rose and Dart will be nowhere to be found.

KONGOL'S FLASHBACK

Albert and the rest will wind up in the Home of Gigantos. Here, Kongol will have a real flashback to his childhood. This place reminds him of the day that he met Emperor Doel. Is this something that has remained in Kongol's heart all these years?

HEAD UP THE STAIRS

The Giganto tells his friends that he has something to do. Oblige him and go north up the stairs.

REMEMBRANCES OF DOEL

Kongol reminiscences of his lost friend Doel...

KONGOL LOOKS FOR STRENGTH

...but Kongol knows he must become stronger to help Dart. He heads up the stairs to a circular platform.

MEET INDORA

Kongol's brother, Indora, is a great warrior. To become an even greater and stronger warrior, Kongol must battle his own blood.

Boss: Indora

BATTLE INDORA

As powerful and menacing as Indora may look, he's really a pushover. Begin the battle by using the Psychedelic Bomb. If that doesn't do him in, a couple of complete Additions should finish the job. Like Kongol before him, Indora will counterattack if you do not complete the entire string of an Additions. Keep this in mind when you attack the Giganto. Indora's gift to his brother will be his own Axe. Indora will also give Kongol his Dragoon Spirit, if you didn't get it earlier.

ACQUIRE THE GOLDEN DRAGON ARMOR

After the battle, head down below to acquire the Golden Dragon Armor for Kongol. Exit from where you came.

HEAD BACK TO THE INN

When you've left the Giganto area, take the whirpool to the left to return back to the Inn. You'll appear near where Hachel confronted Claire. Head back outside and exit through the pond on the left.

WAIT FOR DART AND ROSE AT THE INN

Meru and everyone feel it's better to wait for Dart and Rose at the Inn, instead of running around with no given plan. At this point, the game will switch over to Rose and Dart.

VENTURE TOWARD THE VASSAL DRAGON

Rose and Dart find themselves alone, yet again. Head to the right, then go north. Your next stop is the Vassal Dragon.

LOOK FOR MICHAEL

You can't go down this flight of stairs just yet — Rose won't let you. Continue in the direction you were going. The Exit is at the top left.

MICHAELS'S FLASHBACK

At the end of the Bluff, Michaels awaits. Michael is Rose's dragon. He was born from the first Dark Dragon. A flashback will fill in the details. Afterwards, Michael will challenge you to a battle.

Boss: Michael

BATTLE MICHAEL

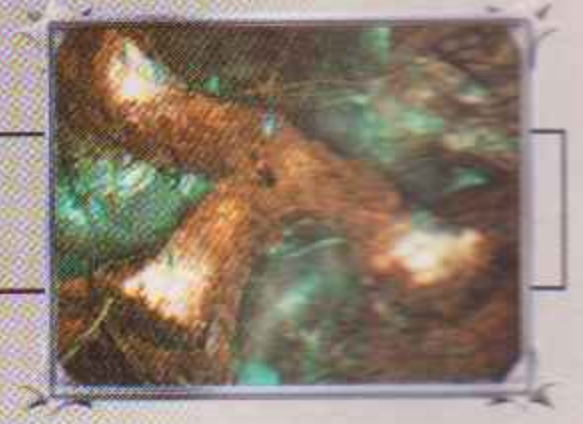
Don't bother attacking Michael for the first few rounds — he's invincible. Just concentrate on either building your SP, or just block all of his attacks. After some beatings, Rose will have the option of revealing Michael's weak point. Choose that option — the dragon's weakpoint is its heart. After it attacks with its Dark Cannon, you can let loose on his core.

HEAD DOWN THE STAIRS

Rose almost seems sad to have killed the Dragon. You must move out. Go down the stairs that you couldn't go down before defeating Michael.

FIND THE INN

Take the bottom Exit here — it leads to the Inn. The far left exit will take you back out to the snowy field.



THE REUNION

Yea, the party meets again! Everyone is present and accounted for at the Inn. Information is exchanged and you're good to go. Rest at the Inn or buy any items you may be low on. Some Mind Purifiers will do you well — say about 4 of them.

GO TO THE CASTLE OF DOEL

Leave the Inn through the south exit and go to the castle gates. Speak with the guards at the gate. Albert will introduce himself and ask if his Uncle is in.

EMPORER DOEL AWAITS

Albert must see the Emperor alone. Somehow Doel knew that Albert was coming. The two sovereigns will speak and then battle...

Boss: Dark Doel

SETTLE YOUR DIFFERENCES WITH DOEL

Don't plan on this being a repeat of Chapter 1. This new and unimproved Doel is a push over. This isn't a challenging battle at all. It's more of a test than anything else. First, you must defeat Doel's dual swords of Lightness and Darkness. When his weapons have been shattered, Albert can then attack the Emperor. Throughout the battle, the two warriors will settle their differences. You might want to use the Psych. Bomb on Doel and watch him die!

THE PATH TO THE WINGLY PALACE

Head west from the front of the castle. Go back to the location where Michael first attacked your party — it will be clear now. Follow the path until it leads to...

MERU'S TEST

As the party nears the walkway, it disappears. The only person that can make it across is Meru — this is her test. Inside, Archangel awaits the unruly Wingly. The archangel considers Meru a traitor to the Wingly race.

Boss: Archangel

BATTLE THE ARCHANGEL

Like the test battles before this, Archangel isn't a "true" boss battle. You can die here, but only if you're careless. The angel's Heaven Summon attack will reduce your HP down to 1. Don't take any chances — always heal immediately, even if only by Guarding. Use Additions on the angel until she is done for. (Archangel will also heal you every now and then.)

EXIT THROUGH THE LIGHT TOWER

With the Angel removed, the path to the Wingly Palace appears and Meru's human friends rejoin her. Exit through the central light tower in the middle of this room. It will take you deeper into the Moon.

SAVE AS THE END DRAWS NEAR

The "teleport" beam shoots you up into a very strange place indeed. This room is full of static and screens that are better suited to an M.C. Escher drawing than the Moon. Follow the path — there is only one way to go. Don't forget to save your progress — the end draws near.

SHANA'S WHISPER

From beyond, Dart hears Shana whisper. Exit through the door ahead and get ready to be introduced to Zieg's bouncer.

THE ROAD BLOCK

Remember the Super Virage? The one you really couldn't beat? Well, he seems to have a brother. This time you must finish the job; This Virage won't be so kind as to kill itself.

Boss: Super Virage

BATTLE SUPER VIRAGE

This Virage attacks with almost the same attacks as the previous one. It has three attack points: its head, arm and body. You can go the direct route and take out the body, or the slower method is to first destroy the arm, then head and, finally, its body. Like others of its kind, this Super Virage has a large amount of HP — still killing it will be fairly quick if you opt to go the Dragoon route. Keep in mind that you're going to have to battle Zieg very soon and having the instant Dragoon Special may be the difference between life and death. Bite the bullet and defeat this enemy the old-fashioned way. Its attacks can do a large chunk of damage, only if you haven't equip some of the higher end items.

SHANA... THE SUPER VIRAGE?

Dart apparently has his doubts about Shana and the Virage you just killed. Could this have been Shana? Naw, it's not possible. The exit is up ahead. By the way, you may want to switch to your "final three" fighters and equip them properly. Dart should have the Red Dragon Armor.

FOLLOW THE PATH TO SHANA AND ZIEG

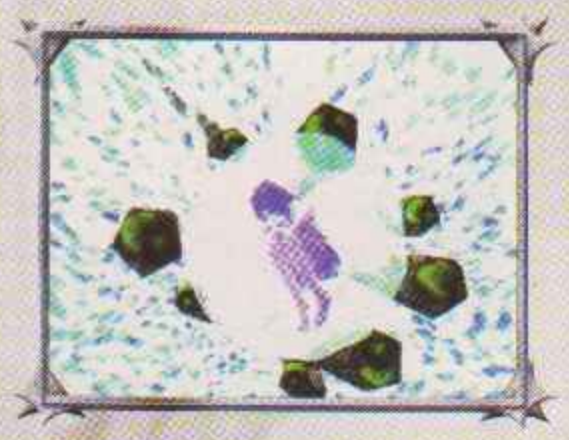
You're almost there. Follow the path to find Shana and Zieg.

ZIEG THE DRAGOON

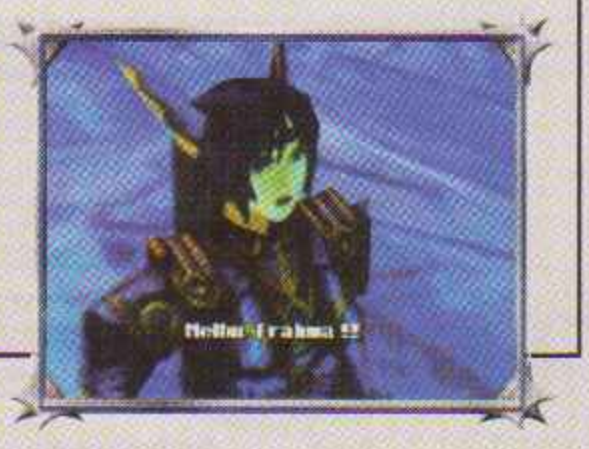
Zieg takes the Dragon Spirit from Dart and uses it as his own. The Dragon still recognizes Zieg as its master. Rose doesn't think Zieg has the right to be a Dragoon. This next battle with be fought without the aid of the Dragoon, for Dart, anyway.

Boss: Zieg Feld

BATTLE ZIEG FELD



If he doesn't have it equipped already, have Dart don the Red Dragon Armor. This will render him impervious to Zieg's magical attacks. This one strategic move will guarantee that Dart doesn't die from fire. If you have Kongol, have him attack with nothing but Additions. He can hurt Zieg, big-time. Albert should alternate between the Rose Storm and attacks. For some reason, Zieg isn't all that powerful, this battle should end quickly, if you're anywhere near or above Level 35.



MELBU FRAHMA!?!

After the battle, something very unexpected will happen. Melbu Frahma, the Wingly Emperor, has occupied the body of Zieg. When Zieg killed Frahma's body, the Wingly's spirit entered Zieg's Dragon Spirit. Zieg was petrified, but not dead. When the spell ended, Zieg was okay. He married Claire and had a child, Dart. Zieg went back to fight the night that the Black Monster came into Neet. But, unbeknownst to him, by attempting to turn into a Dragoon, he sealed his own fate. Melbu was free and, from that moment on, he was in control of Zieg's body.

MELBU FRAHMA, THE GOD OF DESTRUCTION

The prophecy foretold that Shana would be the god of destruction, but Melbu ousts her from her position and takes her place. Now, he is merging with the Virage Embyro. At least Shana is safe...

LLOYD IS ALIVE!!!

Out of nowhere, Lloyd returns to settle the score with Melbu. The Divine Dragoon attacks. Melbu Frahma misses Lloyd at first, but does hit the Wingly in the heart. Lloyd collapses. With his last breath, Lloyd gives Rose the Dragon Buster (only she can use it) and Dart, the Divine Dragon Spirit. Now Dart is the Divine Dragoon! Go back to the previous screen and save your progress. You won't be too happy if you lose to Melbu and have to play through all that again. When you are ready, walk to the edge and face Melbu.

The Final Battle

The last battle consists of a duel to the death with Melbu Frahma. The once great King of the Winglies will evolve into four distinct forms over the course of the confrontation. He evolves at the 8.5k, 20k, and 30k HP marks, and has slightly different attacks in each phase. This battle will take a LONG time, so don't get impatient. In total, Melbu Frahma requires 42,000 HP! Start off with Dart using the Special, and that should get you through the first evolution. Check the list of suggested items to carry (below), and make sure that you are carrying a similar grouping. If you have no Healing Rain or Moon Serenade, simply replace them with some Healing Breeze and Sun Rhapsody, respectively. The key, however, is to have the 5 Mind Purifiers. In his last evolution, Melbu Frahma likes to use his magic spell that confuses Dart and/or Albert. If you don't have any Mind Purifiers when this spell has been cast, the odds of you making it out alive are slim. Dart and Albert will hack away at each other until there's nothing left, and then Kongol will be a sitting duck! The second most important thing to keep in mind is that you don't want to go into Dragoon form for more than one turn at a time. Melbu Frahma will cast a spell that dwindles your attack strength to 10%, and at the same time just about eliminates your ability to defend yourself. It's not uncommon to see his two Monster henchmen inflict 3000HP of damage with one turn. So, keep your SP level at one, then "get in and get out". And, don't have more than one party member in Dragoon form at a time. Lastly, don't worry about the Monsters — they do very little damage to you in Human form — just concentrate on the main attraction! For your reading pleasure, we have included a step-by-step accounting of how our last battle transpired. See if you can do it in fewer turns — we needed 161!

The Players

	DART	ALBERT	KONGOL	ITEMS
Weapon	Claymore	Halberd	Indora's Axe	Healing Fog x 2
Head Armor	Dragon Helm	Phoenix Plume	Phoenix Plume	Healing Rain x 2
Body Armor	Red DG Armor	Jade DG Armor	Gold DG Armor	Healing Breeze x 8
Foot Armor	Combat Shoes	Combat Shoes	Iron Kneepiece	Sun Rhapsody x 4
Accessory	Angel Scarf	Angel Scarf	Violet Stone	Moon Serenade x 2
				Angel's Prayer x 2
Level	43	39	38	Depetrifier x 1
Dragoon Level	5	4	3	Mind Purifier x 5
SP	500	400	300	Psyche Bomb x 1
HP	5982	3555	4046	Magic Shield x 1
MP	100	80	60	Smoke Ball x 1
EXP	132432	102714	91507	

Step-by-step battle account

WHO	WHAT	DAMAGE
Dragoon Dart	Special	
Dragoon Dart	Divine DG Ball	1500
Dragoon Albert	Attack	751
Melbu Frahma	Magic Attack - All	
Dragoon Kongol	Attack	757
Dragoon Dart	Divine DG Canon	2250
Melbu Frahma	Attacked Kongol	
Dragoon Albert	Attack	601
Dragoon Dart	Attack	1216
Dragoon Kongel	Attack	473
Melbu Frahma	Magic Attack - All	
Dragoon Albert	Rose Storm	
Dragoon Dart	Attack	1216
1st gen		

WHO	WHAT	DAMAGE
Dragoon Dart	Attack	1216
	end of special	
Melbu Frahma	Attacked Dart	
Dragoon Kongel	Attack	757
Dragoon Albert	Attack	601
Melbu Frahma	Attacked Albert	
Dart	Burning Rush	268
Albert	Attack	254
Melbu Frahma	Stole Albert	
Kongol	Guard	
Dart	Burning Rush	268
Melbu Frahma	Attacked Kongol	
Melbu Frahma	Attacked Dart	
Dart	Burning Rush	268

WHO	WHAT	DAMAGE
Kongol	Guard	
Melbu Frahma	Attacked Dart w/Attacked Albert	
Dart	Burning Rush	268
Melbu Frahma	Attacked Albert	
Melbu Frahma	Attacked Kongol	
Albert	Healing Breeze	
Dart	Burning Rush	268
Melbu Frahma	Attacked Dart	
Kongol	Sun Rhapsody for Dart	
Melbu Frahma	Stole Albert	
Dragoon Dart	Divine DG Canon	1500
Melbu Frahma	Attacked Dart	
Kongol	Pursuit	443
Dragoon Dart	Divine DG Canon	1500

Step-by-step battle account (cont'd)

Who	What	Damage
Melbu Frahma	Attacked Dart w/Albert	
Albert	Harpoon	341
Dragoon Dart	Attack	607
Melbu Frahma	Attacked Dart	
Kongol	Sun Rhapsody for Dart	
Melbu Frahma	Stole Dart	
Albert	Harpoon	341
Melbu Frahma	Attacked Kongol	
Melbu Frahma	Magic Attack - Albert	
Kongol	Healing Fog for Albert	
Albert	Harpoon	341
Melbu Frahma	Attacked Albert	
Melbu Frahma	Attacked Albert w/Dart	
Albert	Attack	254
Kongol	Pursuit	443
Dragoon Dart	Divine DG Canon	1500
4th gen		
Melbu Frahma	Attacked Albert	
Albert	Guard	
Dragoon Dart	Divine DG Canon	1500
Kongol	Sun Rhapsody for Dart	
Melbu Frahma	Magic Attack - All	
Dart	Burning Rush	268
Melbu Frahma	Magic Attack - All	
Albert	Healing Breeze	
Melbu Frahma	Attacked Albert	
Dart	Burning Rush	268
Kongol	Guard	
Dragoon Albert	Rose Storm	
Dragoon Dart	Divine DG Canon	1500
Melbu Frahma	Attacked Albert	
Melbu Frahma	Magic Attack - All	
Dragoon Albert	Attack	601
Kongol	Guard	
Dragoon Dart	Divine DG Canon	1500
Melbu Frahma	Item Block / Dart	
Melbu Frahma	Attacked Albert	
Albert	Harpoon	341
Dart	Burning Rush	268
Kongol	Sun Rhapsody for Dart	

Who	What	Damage
Dart	Burning Rush	268
Melbu Frahma	Attacked Kongol	
Albert	Harpoon	341
Melbu Frahma	Magic Attack - All	
Dragoon Dart	Divine DG Canon	1500
Melbu Frahma	Magic Attack - All	
Kongol	Guard	bomb star
Albert	Guard	
Melbu Frahma	Magic Attack - Dart	
Melbu Frahma	Magic Attack - All	
Dragoon Dart	Divine DG Canon	1500
6th gen		
Melbu Frahma	Magic Attack - Albert	
Dragoon Albert	Rose Storm	
Dart	Burning Rush	268
Kongol	Guard	
Melbu Frahma	Attacked Dart w/Confusion	
Albert	Mind Purifier for Dart	
Dragoon Dart	Attack	1216
Melbu Frahma	Attacked Kongol	
Melbu Frahma	Magic Attack - All	
Dragoon Kongel	Attack	615
Dart	Burning Rush	268
Albert	Harpoon	341
Melbu Frahma	Magic Attack - All	
Dragoon Dart	Attack	972
Albert	Attack	254
Melbu Frahma	Attacked Dart	
Kongol	Healing Breeze	
Dart	Burning Rush	268
Melbu Frahma	Magic Attack - All	
Albert	Harpoon	341
Dart	Moon Serenade	
Kongol	Magic Shield	
Melbu Frahma	Attacked Dart w/Confusion	
Albert	Mind Purifier for Dart	
Dragoon Dart	Divine DG Canon	1500
Melbu Frahma	Enabled Mon & Used DG Shield	
Kongol	Attack	443
Dart	Burning Rush	268

Who	What	Damage
Albert	Guard	
Monster	Attacked Dart	
Monster	Attacked Albert	
Dart	Guard	
Monster	Attacked Dart	
Albert	Guard	
Kongol	Attack	443
Monster	Attacked Dart	
Dart	Guard	
Melbu Frahma	DG Shield Expired	
Monster	Attacked Kongol	
Dragoon Albert	Rose Storm	
Monster	Attacked Kongol	
Dragoon Dart	Divine DG Canon	1500
Dragoon Kongel	Attack	757
Melbu Frahma	Attacked Dart w/Confusion	
Monster	Attacked Albert	
Monster	Attacked Dart	
Albert	Mind Purifier for Dart	
Dart	Burning Rush	268
Melbu Frahma	Magic Attack - All	
Monster	Attacked Kongol	
Monster	Attacked Albert	
Kongol	Healing Breeze	
Dragoon Dart	Attack	972
Melbu Frahma	Attacked Dart	
Albert	Psyche Bomb	629
Melbu Frahma	Attacked Albert	
Melbu Frahma	Magic Attack on Kongol	
Monster	Attacked Albert	
Monster	Attacked Kongol	
Dart	Attack	89
Melbu Frahma	Attacked Kongol	
Melbu Frahma	Attacked Dart	
Albert	Moon Serenade	
Monster	Attacked Dart	
Monster	Attacked Dart	
Kongol	Attack	443
Dart	Burning Rush	268
	Total	**42180**

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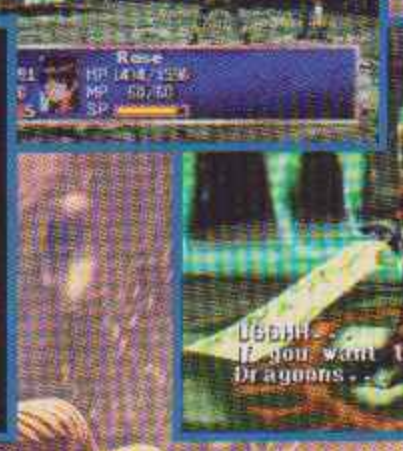
Electronic Entertainment
Platform: PlayStation® game console

THE LEGEND OF DRAGOON™

An armor-clad female warrior overlooking the fields. She is spying on a huge green dragon, Feyrbrand. Down below, our Hero, Dart, sits and ponders the potential war. Before he can get too deep into his thoughts, however, he is interrupted by the thunderous sound of a nearby stampede. Getting a closer look, Dart is met by two guards who question him, but the three men are taken by surprise. Feybrand enters, with the two guards escaping, leaving Dart to fend for himself. The young warrior runs away with the jade dragon on his tail. Dart is saved from certain doom by the same warrior we saw previously. Dart is brought up to speed on the events, as Rose tells him that Seles has been ransacked. He is speechless and heads off to Seles.

- Complete walkthroughs for all four chapters
- Detailed character attributes
- Comprehensive enemy stats
- All sub-quests revealed
- All Stardust located
- Complete listing of all Weapons, Items and Accessories



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